

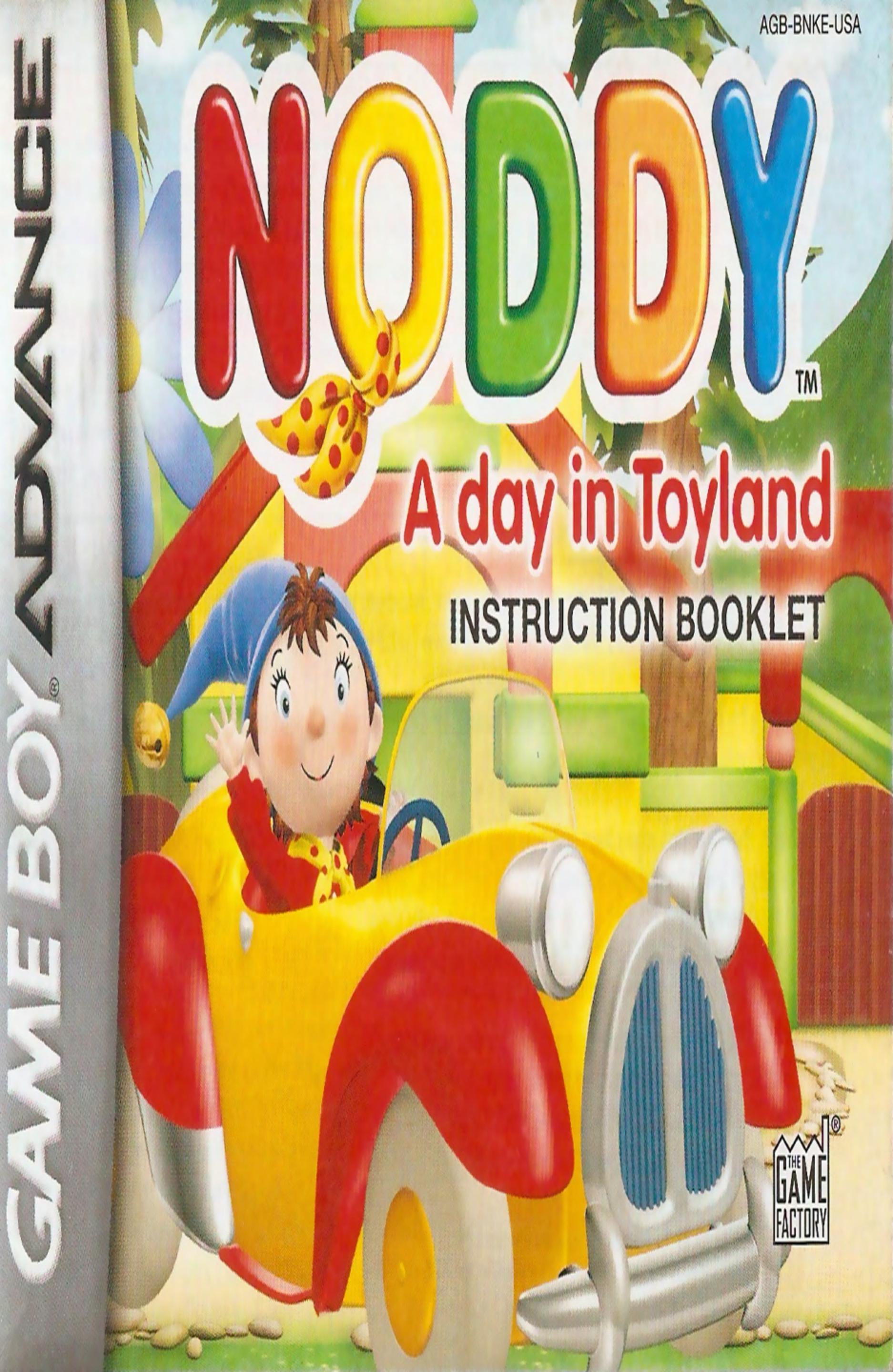


THE
GAME
FACTORY®

DIGITAL
ECLIPSE

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PRINTED IN JAPAN



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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EVERYONE



CONTENT RATED BY
ESRB

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS

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Rev-D (L)

NOODDY™ A day in Toyland

INTRODUCTION

It is another day in Toyland. Noddy wakes up ready to begin his day! After finding his car and taking his friend Big-Ears into Toy Town, Noddy notices that something strange is going on. All sorts of things have gone missing from his friends in Toy Town. Can you explore Toyland and help Noddy find all the things that have disappeared? Watch out for the naughty Goblins Sly and Gobbo!

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GETTING STARTED

1. Turn OFF the Power Switch of your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Noddy Game Pak into the Game Pak Slot of the Game Boy® Advance. Press firmly to lock the Game Pak in place.
3. Turn the Power Switch ON. The Game Boy® Advance Screen will appear followed by license screens and the Language Selection Screen (if you do not see them, start again from step 1).
4. Select your language and then press the A Button to go to the Main Title Screen.
5. Press the A Button or START to go to the Main Menu.

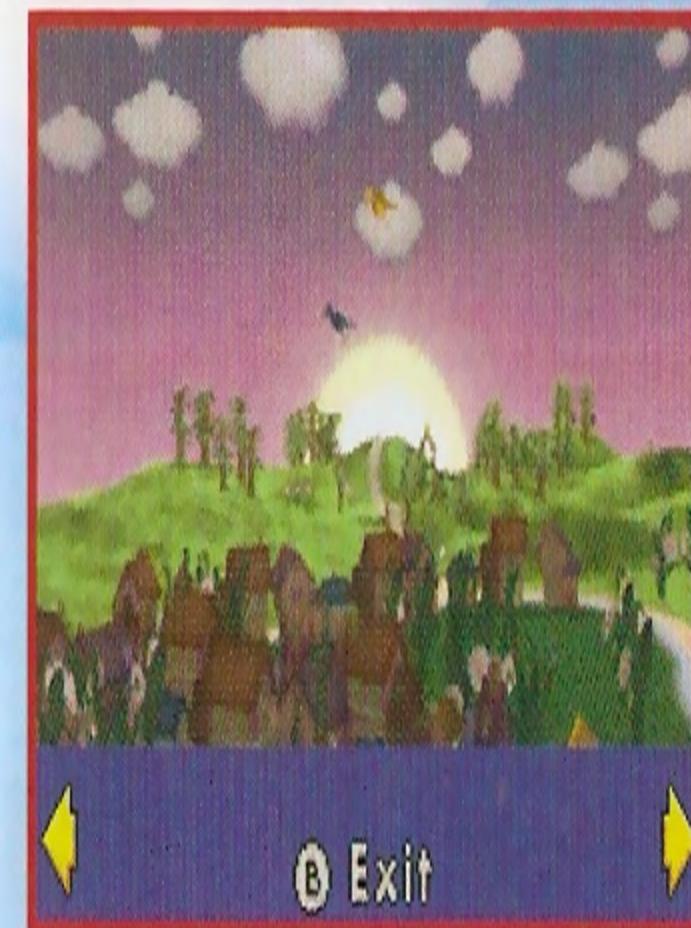


MAIN MENU

In the Main Menu, press the A Button to choose the highlighted option. Change the highlighted option by pressing +Control Pad Up or Down. There are four options in the Main Menu: Play Game, Scrapbook, Level Select and Options.

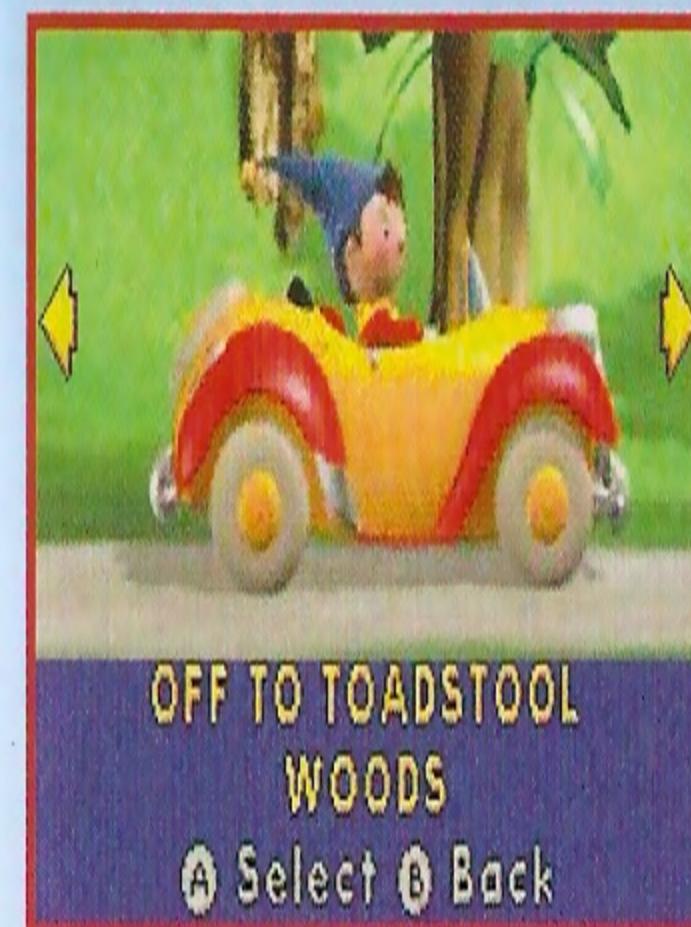
PLAY GAME

This option will take you to the first level of the game, "A New Morning in Toyland". Choose Level Select from this menu if you have played the game before and would like to play another level.



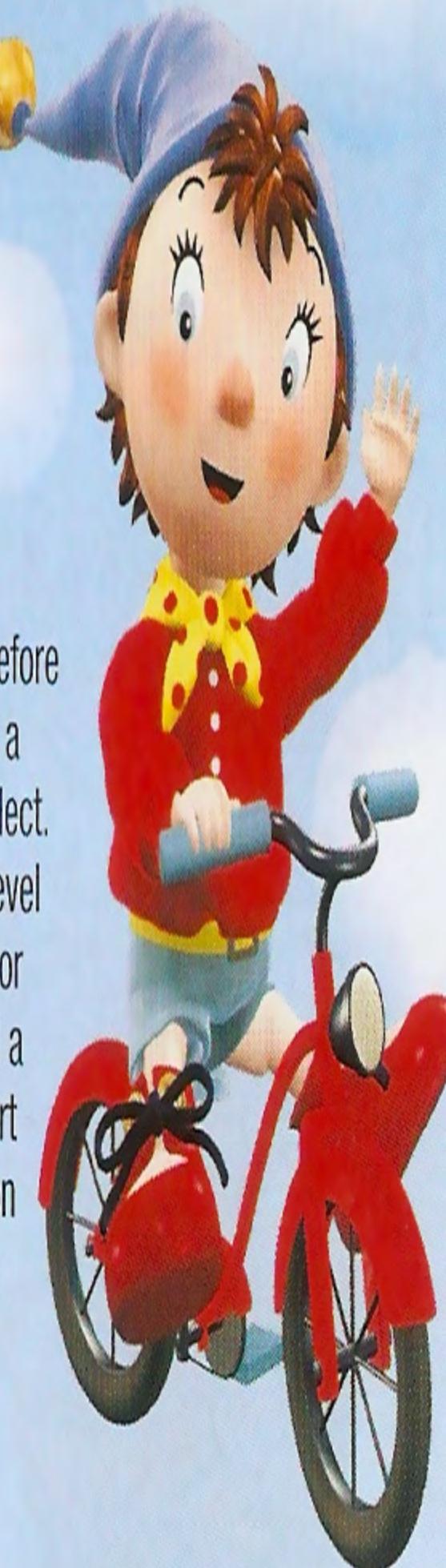
SCRAPBOOK

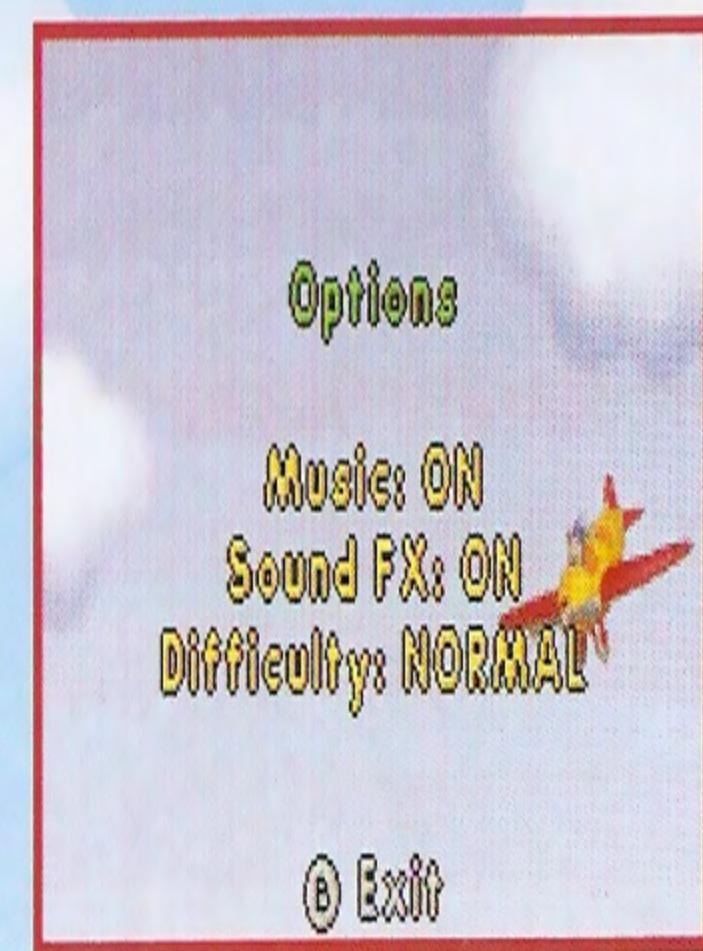
The Scrapbook is a collection of pictures from the adventure. You can turn the pages of the Scrapbook by pressing +Control Pad Left or Right. Pressing the B Button will take you back to the Main Menu.



LEVEL SELECT

If you have played the game before and want to start the game on a specific level, choose Level Select. You can change the selected level by pressing +Control Pad Left or Right. When you have selected a level, press the A Button to start playing it. Pressing the B Button will take you back to the Main Menu.





OPTIONS

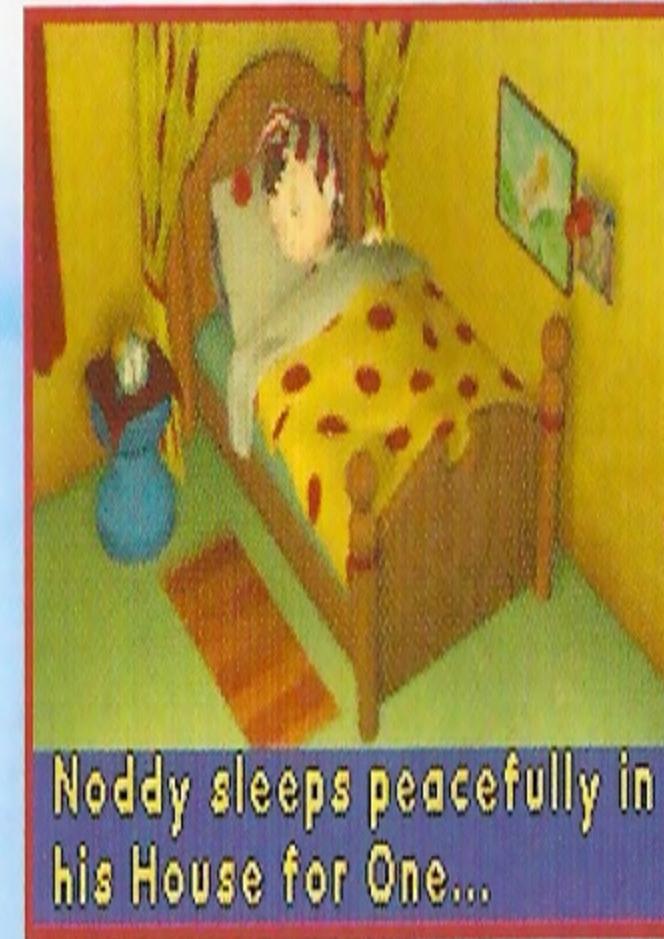
The Options Menu allows you to adjust the audio settings in the game as well as the difficulty level.

GAME CONTROLS

You can control Noddy in his adventure both on foot and in his car.

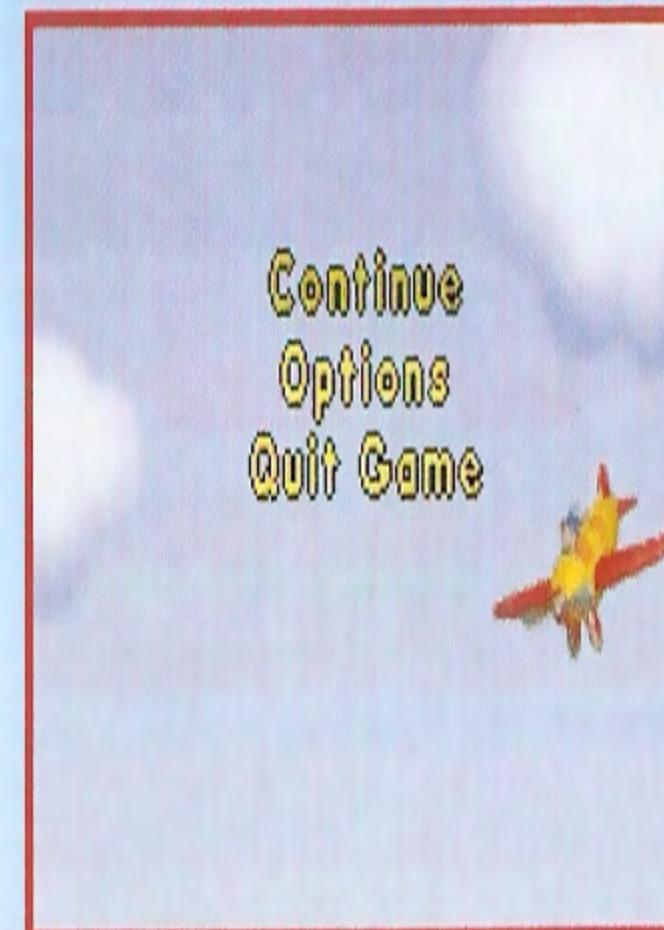
On foot, move Noddy around with +Control Pad. Press the A Button to make Noddy jump. In certain levels, Noddy can toss Googleberry muffins to the Toy Town residents or money bags to Sly and Gobbo when they are in his way. To throw a muffin or money bag press the B Button, L Button, or R Button.

When driving, Noddy and his car will automatically move from left to right. It is up to you to steer him safely down the road by pressing +Control Pad Up or Down. You can also honk the car's horn to warn animals that are on the road. To honk the horn, press the A Button, B Button, L Button, or R Button.



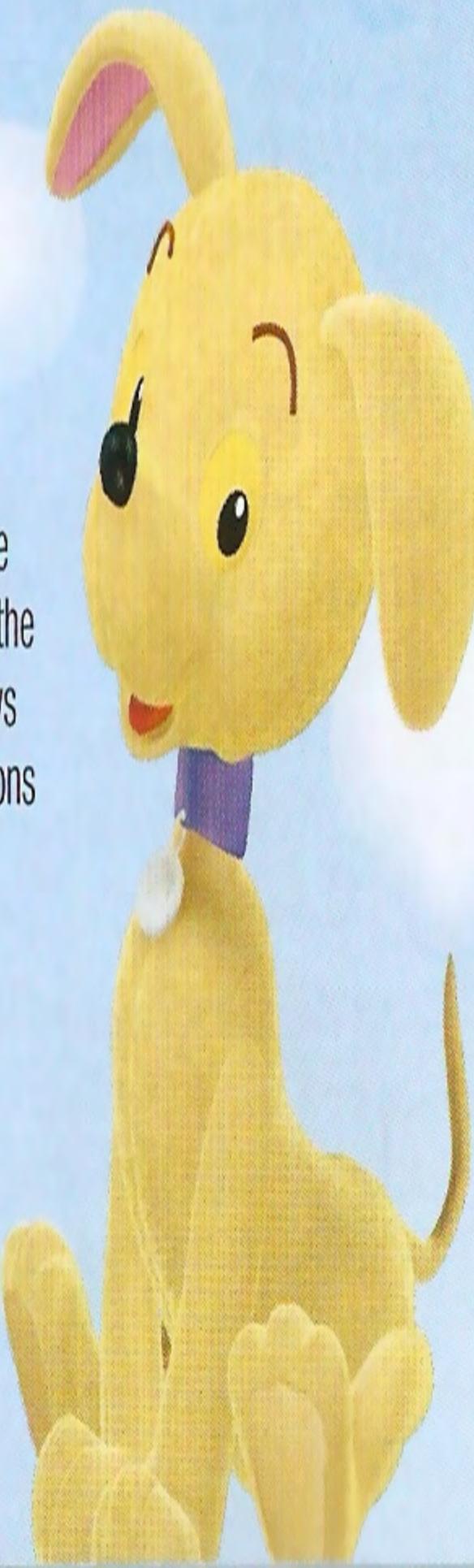
CUT SCENES

Each level begins with a cut scene. These scenes explain Noddy's situation in his Toyland adventure and what he needs to do to help his friends.



PAUSE MENU

You can press START to pause the game at any time during the action. The Pause Menu allows you to Continue, change Options or Quit the game.



GAME SCREEN ELEMENTS

During the game, certain icons appear on-screen providing information about Noddy:



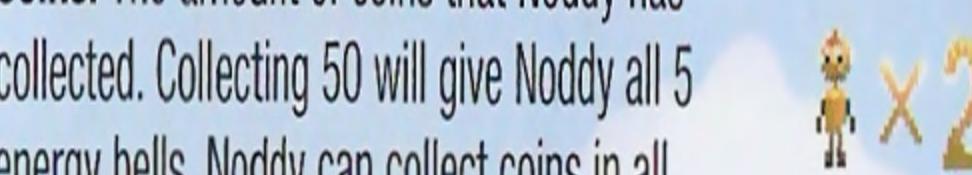
Energy: Noddy can collect bells in all levels to increase his energy (unless the Difficulty level is set to HARD). When all bells are lost, Noddy will get tired and will need to sleep.



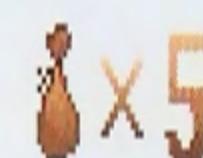
Muffins: The amount of muffins that Noddy can toss to the Toy Town residents. Noddy can collect muffins in the "Helping with Repairs" and "Out of Ice Cream!" levels.



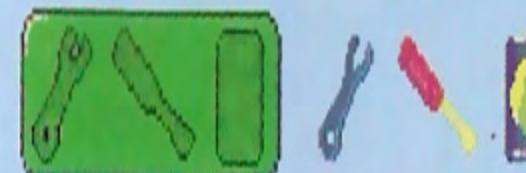
Coins: The amount of coins that Noddy has collected. Collecting 50 will give Noddy all 5 energy bells. Noddy can collect coins in all levels. Some are in hidden or are difficult to reach.



Skittle Children counter: The amount of Skittle children Noddy has found in the level "The Missing Skittle Children".



Money Bags: The amount of money bags that Noddy can toss to the Goblins Sly and Gobbo. Noddy can collect money bags in the "Special Delivery from Noddy" and "The Hunt for Dinah Doll's Stall" levels.



Tools: The tools that Noddy needs to find for Mr. Sparks in the "Helping with Repairs" level.



Packages: The packages that Noddy must find and deliver in Toy Town in the "Special Delivery from Noddy" level.



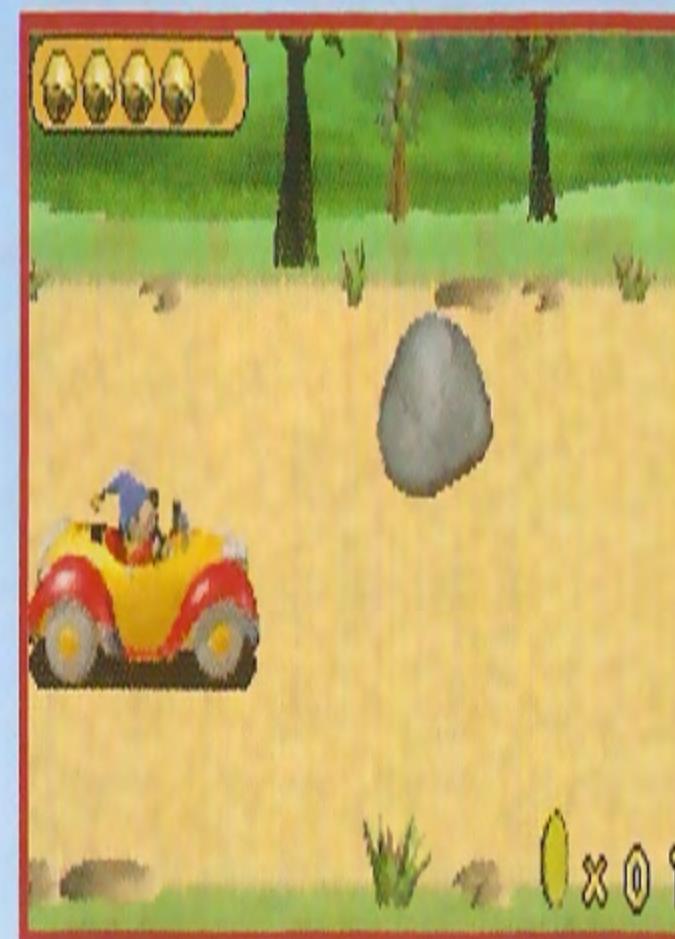
Ice Cream ingredients: The ingredients that Noddy needs to find for Miss Pink Cat in the "Out of Ice Cream!" level.

GAME LEVELS



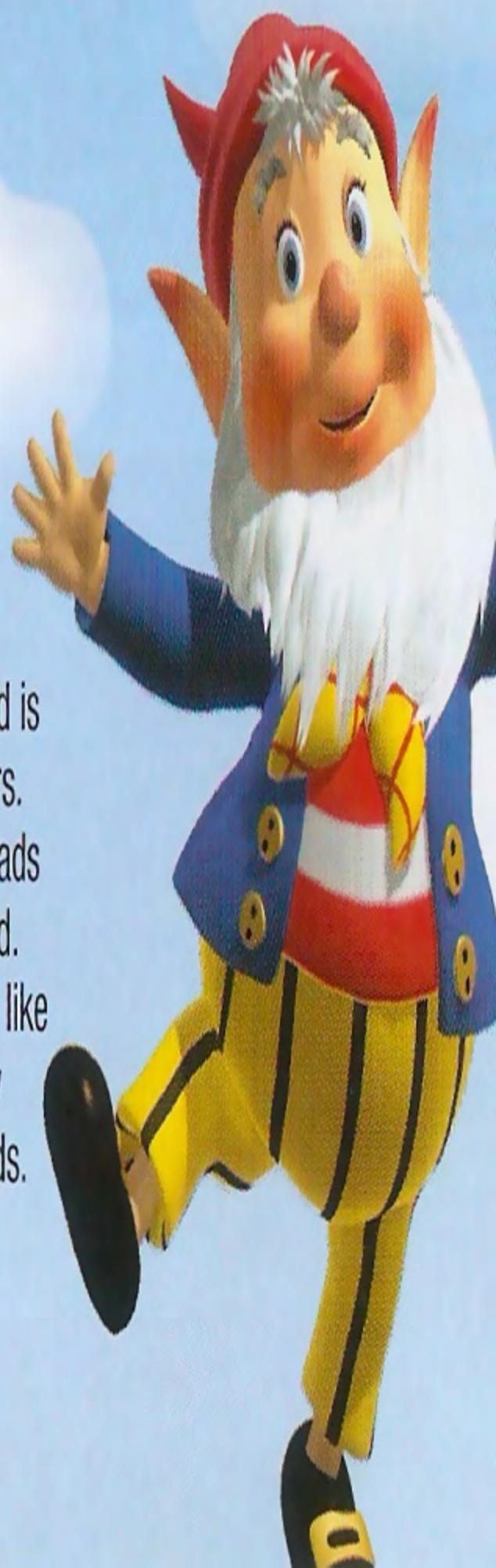
A NEW MORNING IN TOYLAND

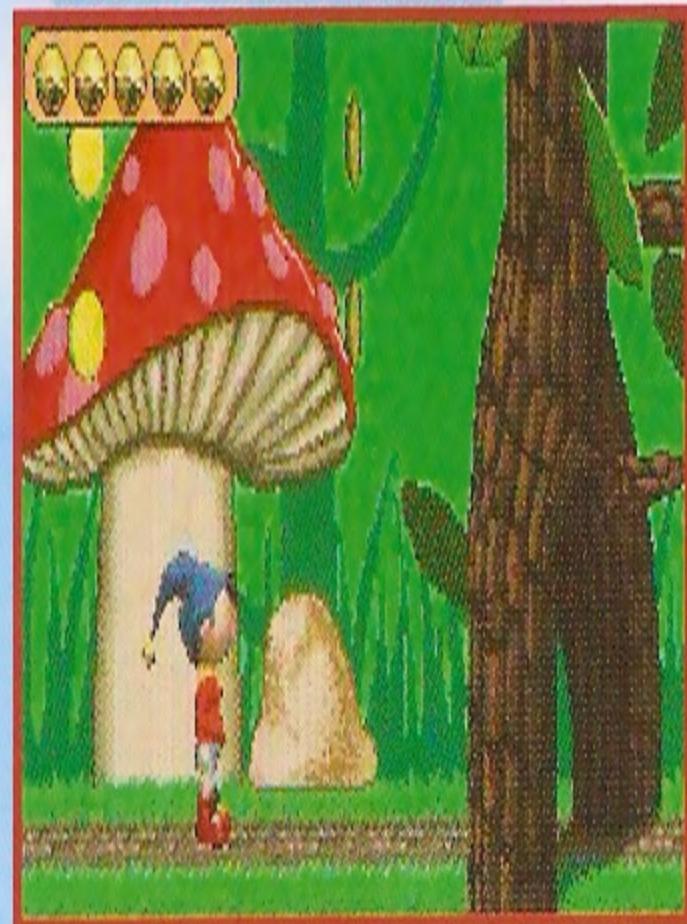
Noddy has stepped outside his House For One to begin his day. Mr. Sparks has dropped off his car. Move Noddy around with +Control Pad to help him find his car. Collect coins along the way.



OFF TO TOAD-STOOL WOODS

Noddy has found his car and is off to visit his friend Big-Ears. Guide Noddy through the roads of Toyland with +Control Pad. Avoid obstacles on the road like rocks and logs to get Noddy safely to the Toadstool Woods.





VISITING A FRIEND

Once he has reached the Toadstool Woods, Noddy has to go to Big-Ears' house on foot. Help Noddy jump over tree stumps, logs and rocks along the way. Bounce on a toadstool to reach the tops of the trees.

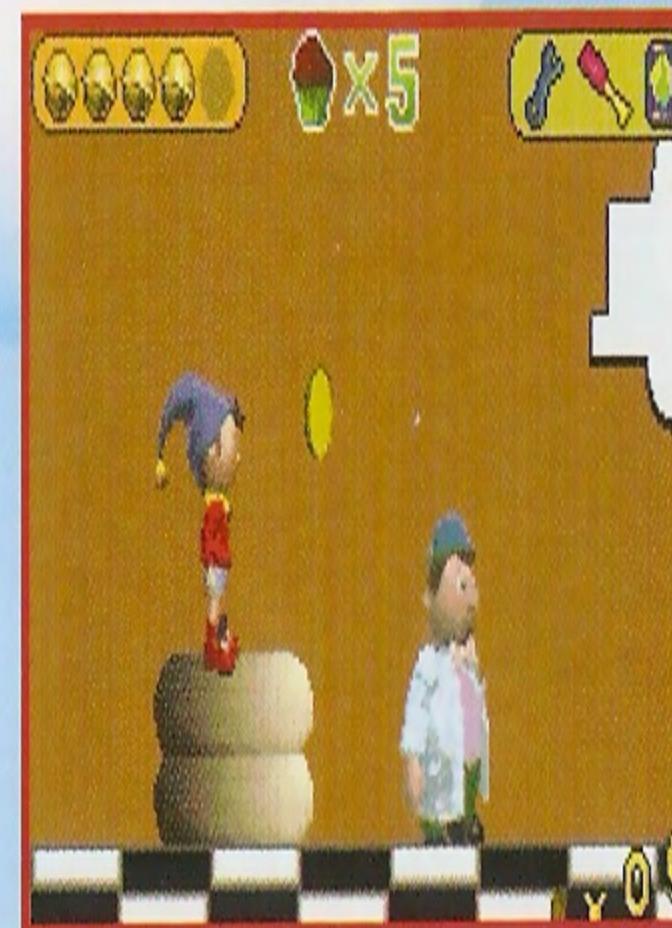


DRIVING TO MR. SPARKS'

Noddy has to drive back into Toy Town now with his best friend and passenger, Big-Ears. Now, along with the previous obstacles, Noddy has to avoid animals on the road. Honk the horn to scare them away.

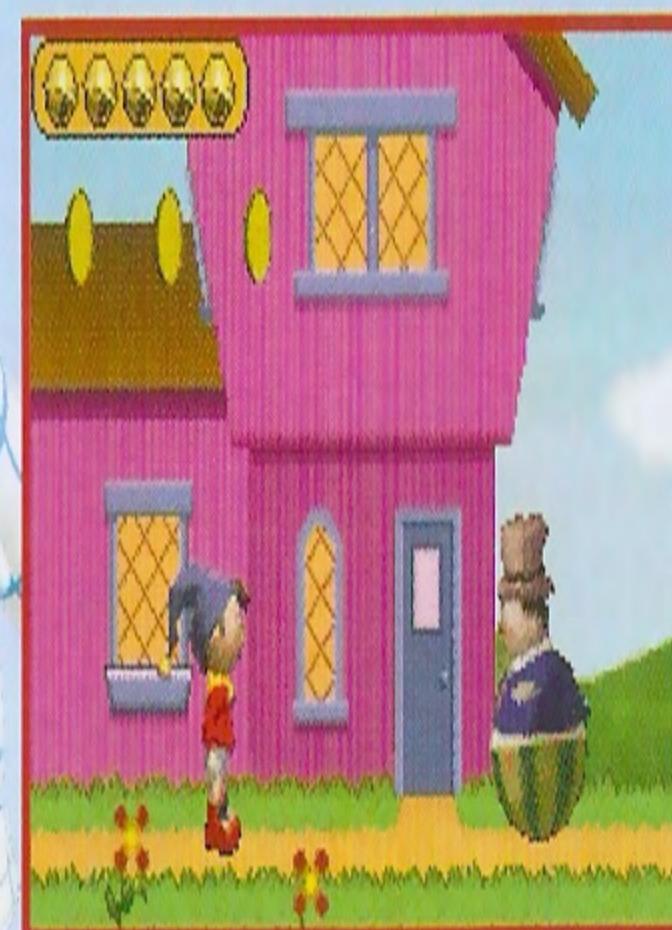


GAME LEVELS



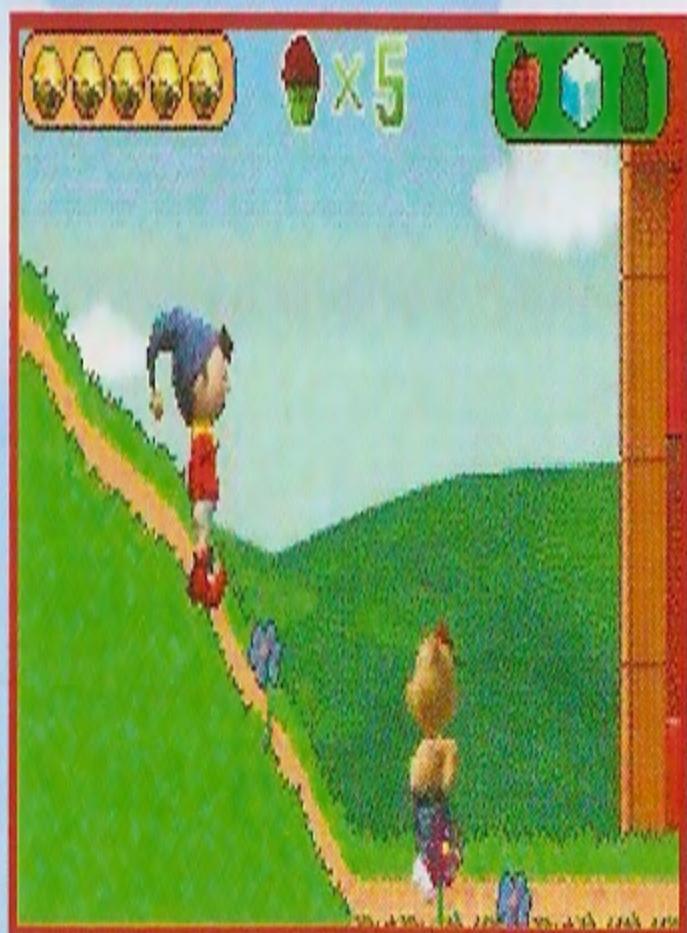
HELPING WITH REPAIRS

When Noddy and Big-Ears arrive at Mr. Sparks' garage he will need their help to find his missing tools. Guide Noddy around the garage to find the Wrench, Screwdriver and Oil Can. Be careful not to bump into Martha Monkey as this will tire Noddy out. Toss Martha a Googleberry Muffin to keep her busy while Noddy searches for the tools to bring back to Mr. Sparks.



WHERE IS BUMPY DOG?

Outside Mr. Sparks' garage, Noddy sees his friend Tessie Bear. She is upset because Bumpy Dog is missing. Search Toy Town for Tessie Bear's lost dog. Be careful not to run into Mr. Wobbly Man as he spins out of control. To get past him, Noddy has to jump over him. If you see Mr. Wobbly Man spinning around, Bumpy Dog can't be far away.



OUT OF ICE CREAM!

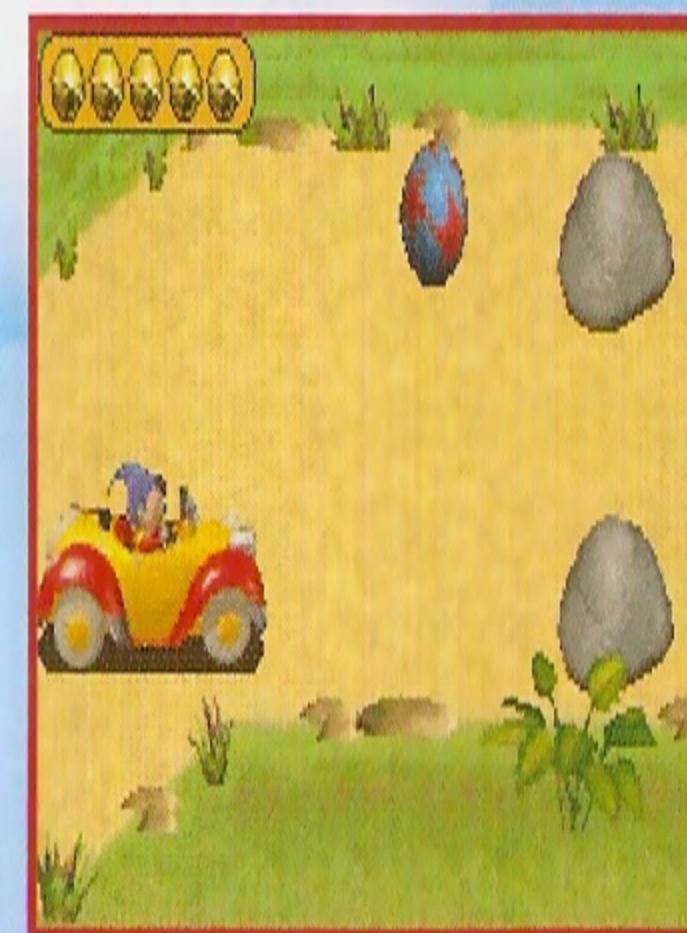
Tessie Bear and Noddy would like to celebrate with some ice cream, but Miss Pink Cat's Parlor is closed. She cannot find the ingredients that she needs to make ice cream. Help Noddy look for Milk, Strawberries, and Sugar in Toy Town. Avoid running into Noddy's curious friend, Master Tubby Bear - he will only tire Noddy out. Try to distract Master Tubby Bear with a Googleberry muffin.



THE MISSING SKITTLE CHILDREN

The Skittle family is going on a trip to the beach. Unfortunately, Mrs. Skittle cannot find 10 of her children, so she has asked Noddy to help her. Guide Noddy through the town to search for the missing children. Be careful not to run into the rolling Clockwork Clown, and watch out for Bouncing Balls.

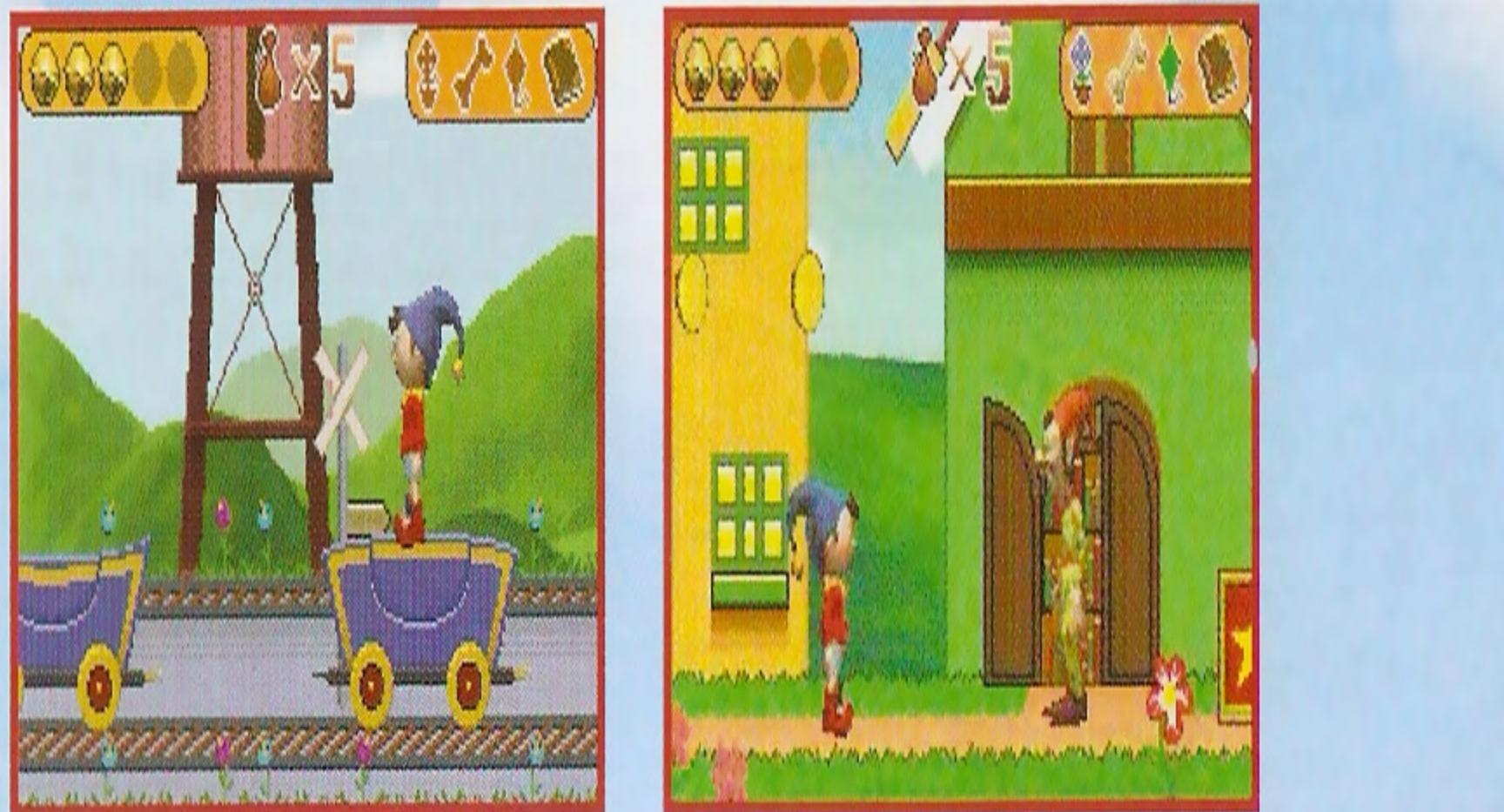
GAME LEVELS



CATCH THE TOYLAND EXPRESS!

After finding all the Skittle Children, help Noddy get them to the train station. Steer clear of obstacles on the curving road to get the Skittles to the station safely and on time.





SPECIAL DELIVERY FROM NODDY

At the Train Station the Conductor tells Noddy that some packages have arrived for him to deliver in Toy Town. Help Noddy find the 4 packages scattered around the Station, and then deliver them to the right people in Toy Town. Watch out for the mischievous Goblins, Sly and Gobbo. They will try to stop Noddy's deliveries with their magic. They can easily be distracted with Googleberry muffins.

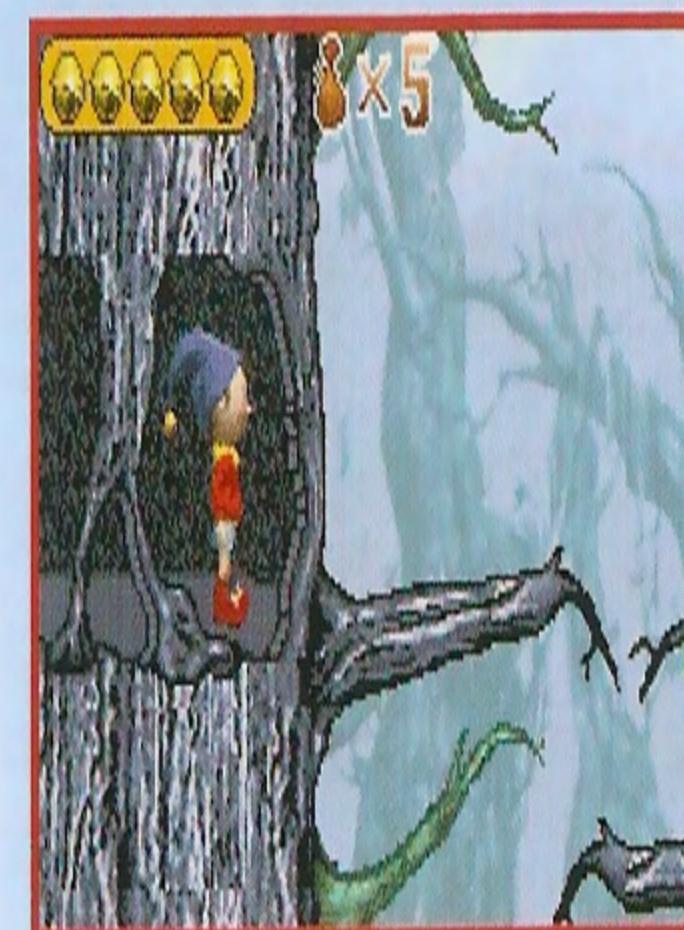


GAME LEVELS



INTO THE DARK WOODS

Noddy must go to the Dark Woods to search for Dinah Doll's stall. Help Noddy steer clear of obstacles on the curving road on his way to the Dark Woods. It is a dark, winding road and there are lots of surprises along the way. Watch out for falling objects and don't forget to use the car's horn.



THE HUNT FOR DINAH DOLL'S STALL

Noddy has ended up in the Dark Woods. This is where the Goblins Sly and Gobbo live. You must help Noddy keep an eye out for them to avoid their mischievous magic. Climb up the trees and wander through the woods to find Dinah Doll's lost stall.

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**Have fun with Noddy!
Join the Noddy Club at**

www.NODDY.com

Oui-Oui™ Une journée au Pays des Jouets

INTRODUCTION

Une nouvelle journée s'annonce au Pays des Jouets. Oui-Oui se réveille, il est prêt à travailler! Mais après avoir trouvé sa voiture et emmené son ami Potiron à Miniville, Oui-Oui remarque que quelque chose ne va pas. Plusieurs de ses amis ont perdu des objets à Miniville. Sauras-tu aider Oui-Oui à explorer le Pays des Jouets pour retrouver tout ce qui a disparu? Fais attention à Finaud et Sournois les méchants lutins!

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POUR COMMENCER

1. Éteins ton Nintendo® Game Boy® Advance. N'insère ou ne retire jamais une cartouche lorsqu'il est allumé.
2. Insère la cartouche Oui-Oui dans l'emplacement prévu sur ton Game Boy® Advance. Appuie fort pour bien enclencher la cartouche.
3. Appuie sur l'interrupteur ON. L'écran Game Boy® Advance apparaît alors, suivi de l'écran de sélection de la langue (si ce n'est pas le cas, recommence à l'étape 1).
4. Sélectionne ta langue et appuie sur le bouton A pour passer à l'écran titre.
5. Appuie sur le bouton A ou sur START pour accéder au menu principal.

Play Game
Scrapbook
Level Select
Options

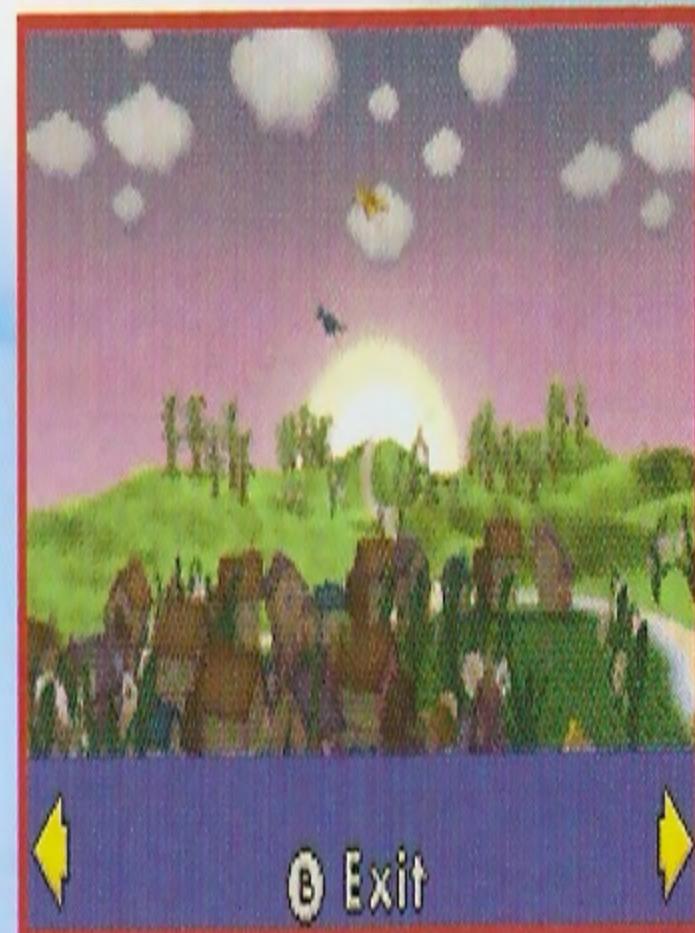


MENU PRINCIPAL

Sur le menu principal, appuie sur le bouton A pour valider l'option sélectionnée. Pour sélectionner une option, utilise haut et bas de la manette +. Le menu principal reprend quatre options : Jouer, Album, Sélection niveau et Options.

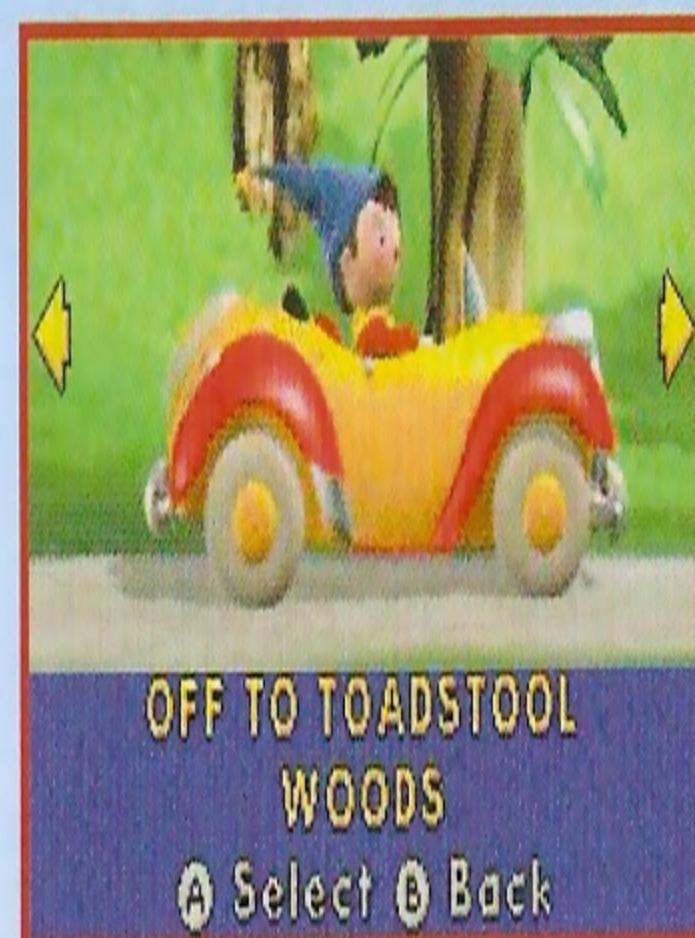
JOUER

Cette option te mène directement au premier niveau du jeu : « Nouvelle matinée au Pays des Jouets ». Choisis Sélection niveau si tu as déjà joué au jeu précédemment et que tu souhaites reprendre à un autre niveau.



ALBUM

L'album reprend différentes images de l'aventure. Tu peux tourner les pages en appuyant sur Gauche et Droite de la manette +. Appuie sur le bouton B pour revenir au menu principal.



SÉLECTION DU NIVEAU

Si tu as déjà joué au jeu et que tu souhaites reprendre à un certain niveau, choisis Sélection niveau. Tu peux modifier le niveau sélectionné à l'aide de Gauche et Droite de la manette +. Lorsque tu as choisi ton niveau, appuie sur le bouton A pour commencer à jouer. Appuie sur le bouton B pour revenir au menu principal.





Options

Music: ON
Sound FX: ON
Difficulty: NORMAL

⑥ Exit

OPTIONS

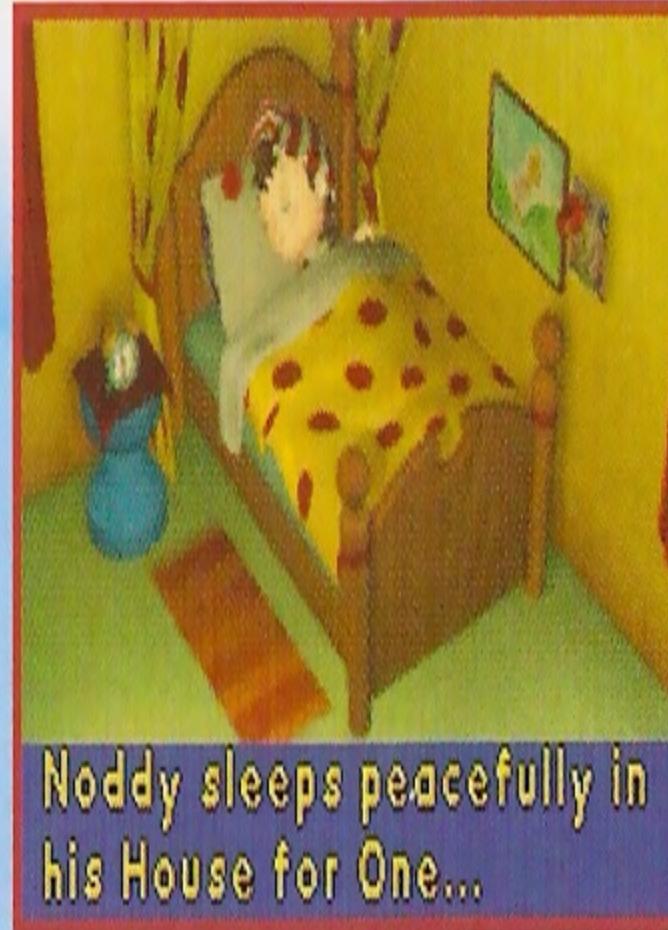
Le menu des Options te permet de régler les paramètres audio du jeu ainsi que la difficulté de la partie.

COMMANDES DU JEU

Dans cette aventure, tu contrôles Oui-Oui aussi bien à pied qu'en voiture.

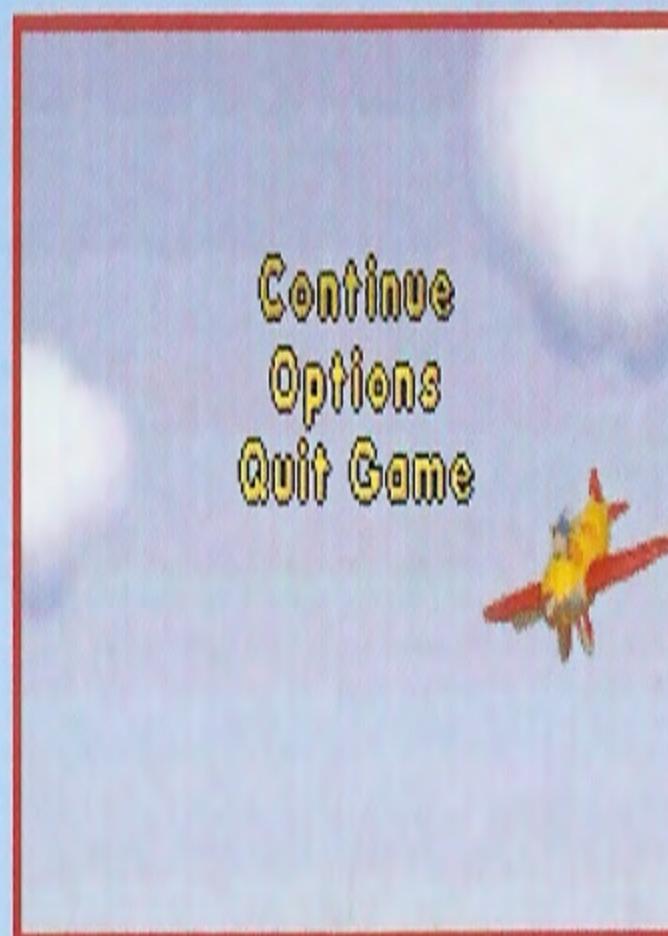
À pied, dirige-le à l'aide de la manette +. Appuie sur le bouton A pour le faire sauter. Dans certains niveaux, Oui-Oui peut lancer des brioches aux framboiseilles sur les habitants de Miniville ou des sacs d'or sur Finaud et Sournois s'ils se trouvent sur sa route. Pour lancer une brioche ou un sac d'or, appuie sur le bouton B, le bouton L ou le bouton R.

Lorsqu'il est en voiture, Oui-Oui tourne automatiquement à gauche ou à droite. Il ne te reste plus qu'à lui éviter les accidents à l'aide de Haut et Bas de la manette +. Tu peux aussi klaxonner pour avertir les animaux se trouvant sur ton passage. Pour jouer du klaxon, appuie sur le bouton A, le bouton B, le bouton L ou le bouton R.



CINÉMATIQUES

Chaque niveau commence par une cinématique. Elles te permettent de comprendre la situation dans l'aventure au Pays des Jouets et de savoir ce que tu dois faire pour aider les amis de Oui-Oui.



MENU PAUSE

Tu peux appuyer sur START à tout moment pour mettre la partie sur pause. Le menu Pause te propose de Continuer, de modifier les Options ou de Quitter le jeu.



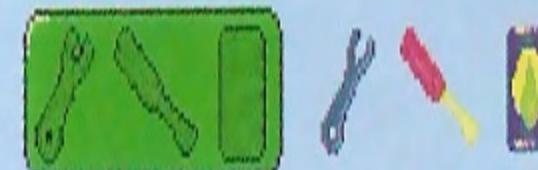
L'INTERFACE

Pendant la partie, certaines icônes apparaissent à l'écran pour donner des informations sur Oui-Oui.



×5

Sacs d'or : ils représentent le nombre de sacs d'or que Oui-Oui peut lancer sur les vilains lutins Finaud et Surnois. Oui-Oui peut trouver des sacs d'or dans les niveaux « Une livraison très spéciale » et « À la poursuite du kiosque de Mélissa ».



Outils : il s'agit des outils que Oui-Oui doit retrouver pour M. la Pompe dans le niveau « Aide à la réparation ».



Brioches : elles indiquent le nombre de brioches que Oui-Oui peut lancer aux habitants de Miniville. Oui-Oui peut trouver des brioches dans les niveaux « Aide à la réparation » et « Plus de glaces! ».



Ingédients pour crème glacée : il s'agit des ingrédients que Oui-Oui doit retrouver pour Mlle Chatounette dans le niveau « Plus de crème glacée! »

×2

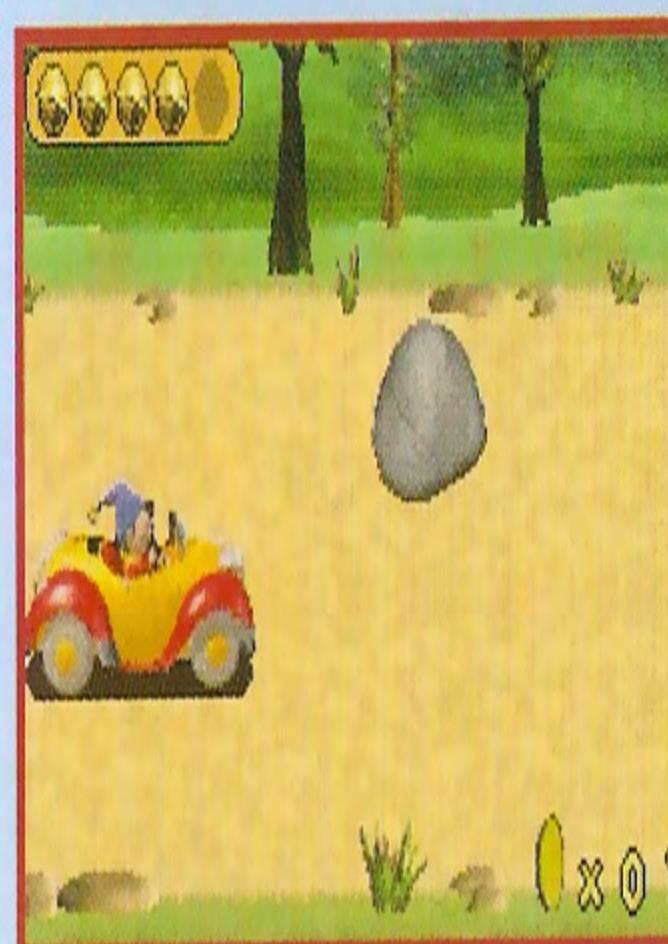
Pièces : elles indiquent le nombre de pièces que Oui-Oui a réunies. Lorsqu'il en amasse 50, il gagne 5 grelots d'énergie. Il peut récupérer des pièces dans tous les niveaux. Certaines sont bien cachées et difficiles à trouver.

NIVEAUX DE JEU



NOUVELLE MATINÉE AU PAYS DES JOUETS

Oui-Oui sort de sa maison pour lui tout seul pour commencer la journée. M. la Pompe lui a déposé sa voiture. Déplace Oui-Oui avec la manette + pour l'aider à retrouver sa voiture. Ramasse les pièces sur ta route.

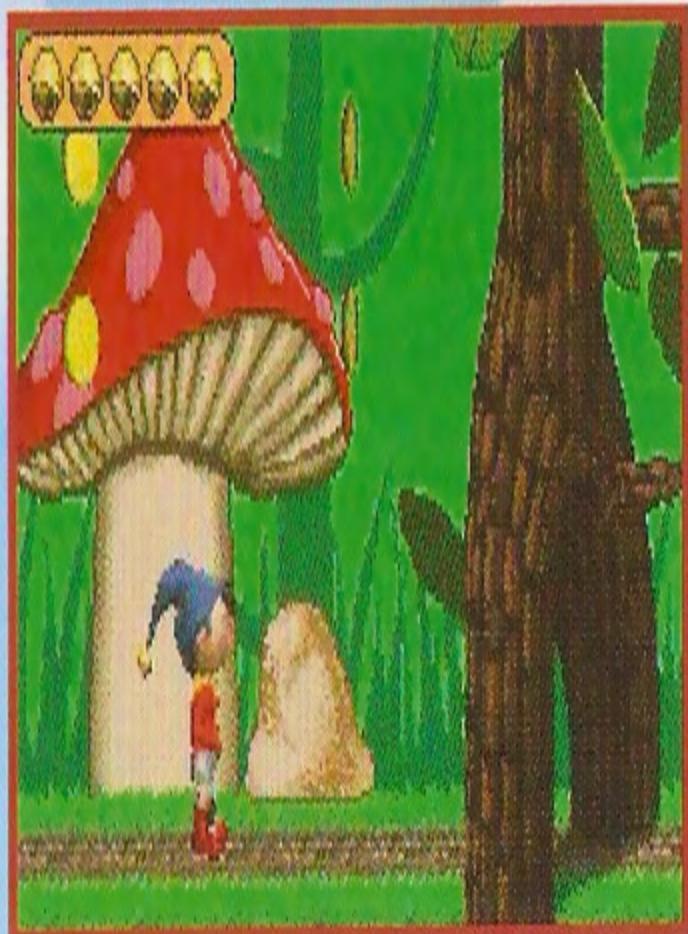


AU BOIS DES LUTINS

Oui-Oui a trouvé sa voiture et décide d'aller rendre visite à son ami Potiron. Dirige-le sur les routes du Pays des Jouets à l'aide de la manette +. Évite les obstacles se trouvant sur la route, comme les rochers et les rondins, pour que Oui-Oui arrive sans embûche au Bois des lutins.



Nombre de Quillons : il s'agit du nombre de Quillons que Oui-Oui a retrouvés dans le niveau « Les Quillons manquants ».



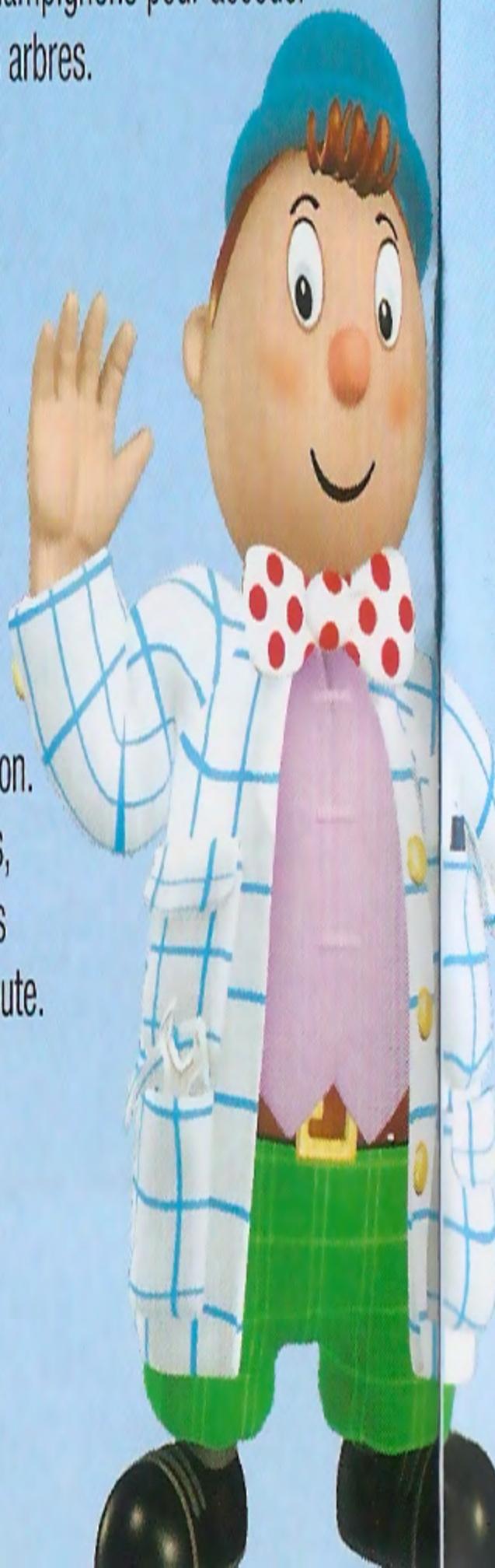
VISITE À UN AMI

Lorsqu'il arrive au Bois des lutins, Oui-Oui doit aller jusqu'à la maison de Potiron à pied. Aide-le à sauter par-dessus les souches d'arbres, les rondins et les rochers se trouvant sur son passage. Rebondis sur les champignons pour accéder à des zones plus hautes dans les arbres.

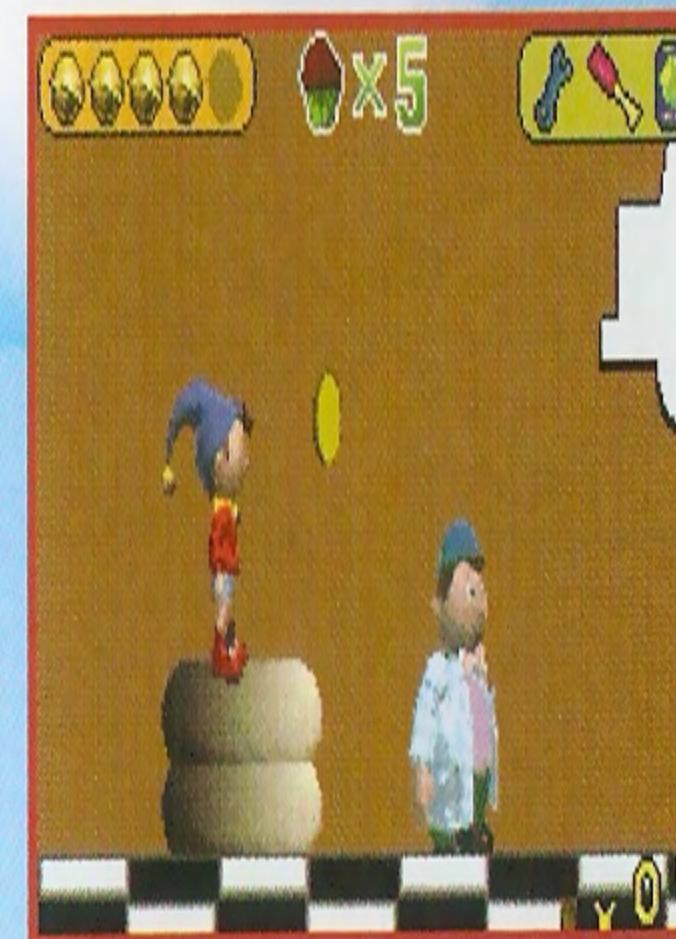


CHEZ M. LA POMPE

Oui-Oui revient maintenant à Miniville affublé d'un nouveau passager : son meilleur ami Potiron. En plus des obstacles précédents, Oui-Oui doit maintenant éviter les animaux qui se trouvent sur la route. Klaxonne pour les faire fuir.



NIVEAUX DE JEU



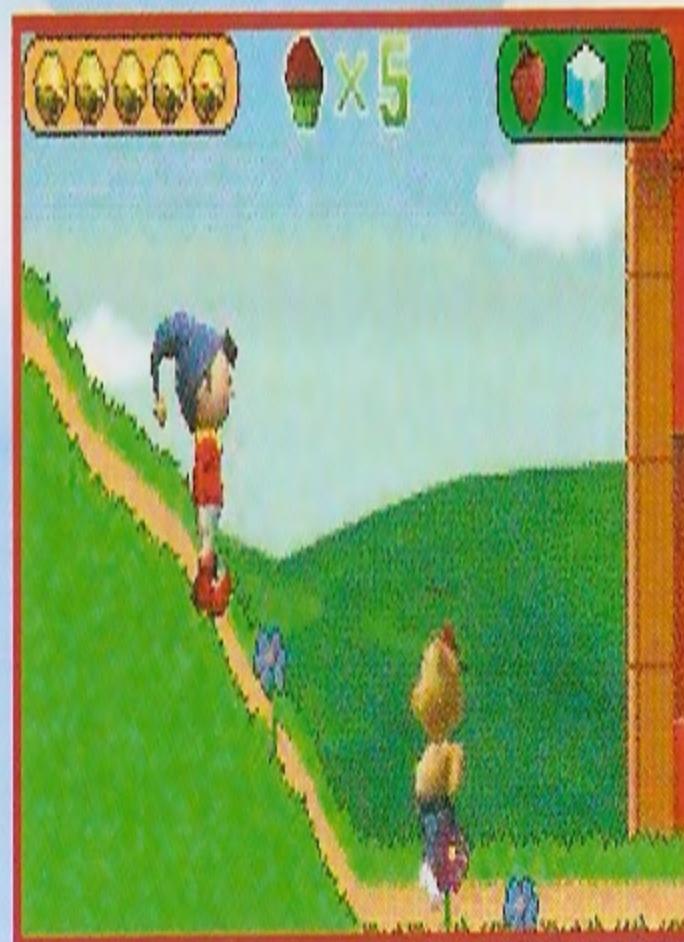
AIDE À LA RÉPARATION

Lorsque Oui-Oui et Potiron arrivent au garage de M. la Pompe, il les met à contribution pour l'aider à retrouver les outils manquants. Guide Oui-Oui dans le garage et retrouve la clé, le tournevis et le bidon d'huile. Attention à ne pas le cogner contre Mlle Ouistiti, elle pourrait le faire s'évanouir. Pour occuper Mlle Ouistiti, envoie-lui une brioche aux framboiseilles, Oui-Oui sera ainsi plus tranquille pour chercher les outils et les rapporter à M. la Pompe.



Z'AVEZ PAS VU ZIM?

En sortant de chez M. la Pompe, Oui-Oui tombe sur son amie Mirou. Elle est toute retournée car elle a perdu Zim, son chien. Essaie de le retrouver dans Miniville. Mais attention à ne pas tomber sur M. Culbuto quand il tourne en rond sans pouvoir s'arrêter. Pour l'éviter, Oui-Oui doit sauter par-dessus. Sache que si tu vois M. Culbuto tournicoter, c'est que Zim n'est pas très loin...



PLUS DE CRÈME GLACÉE!

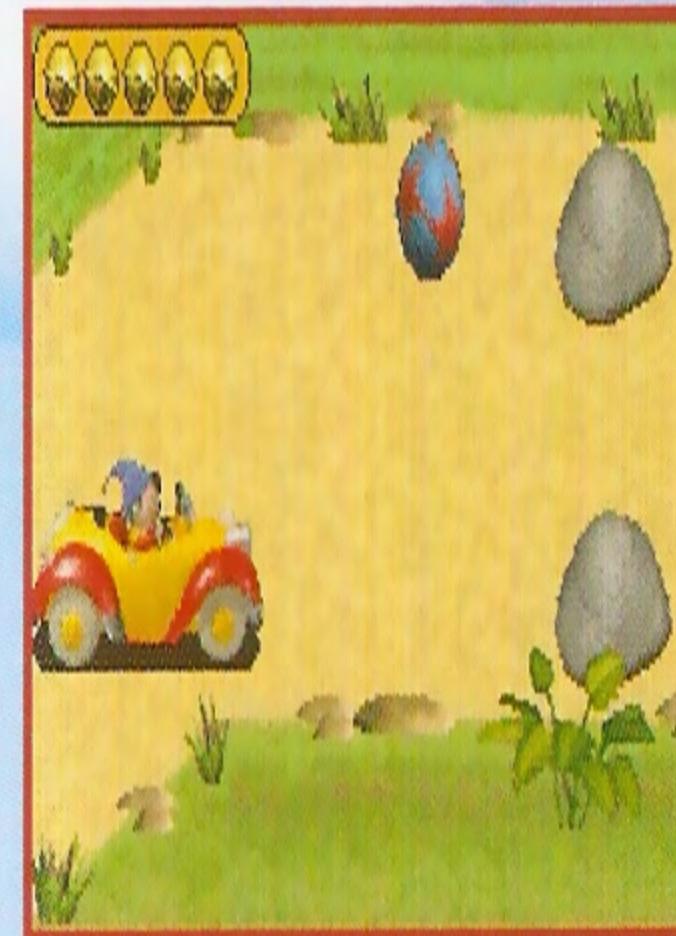
Mirou et Oui-Oui ont l'intention de fêter ces retrouvailles avec une crème glacée, mais le kiosque à crème glacée de Mlle Chatounette est fermé. Elle n'arrive plus à mettre la main sur les ingrédients nécessaires pour élaborer la crème glacée. Aide Oui-Oui à retrouver le lait, les fraises et le sucre dans Miniville. Mais évite de tomber sur Nestor Bouboule, un ami de Oui-Oui un peu trop curieux, car il l'épuiserait. Pour le distraire, donne-lui une brioche aux framboiseilles.



LES QUILLONS MANQUANTS

La famille Laquille part en vacances à la mer. Mais Mme Laquille n'arrive pas à retrouver 10 de ses Quillons, elle demande donc à Oui-Oui de l'aider. Guide Oui-Oui à travers la ville à la recherche des Quillons manquants. Attention à ne pas tomber sur le clown mécanique et gare aux Ballons.

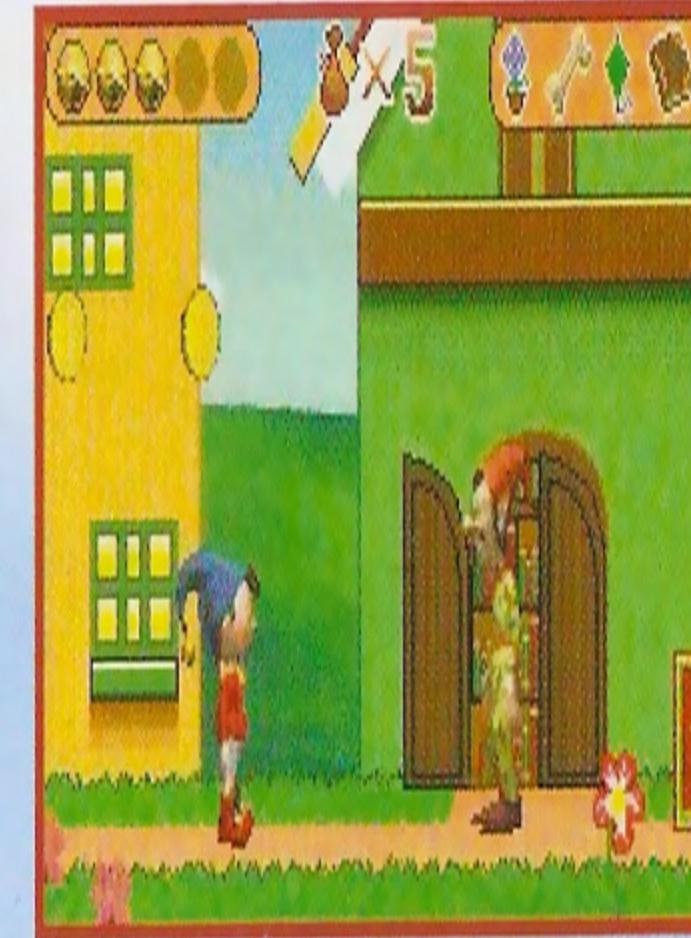
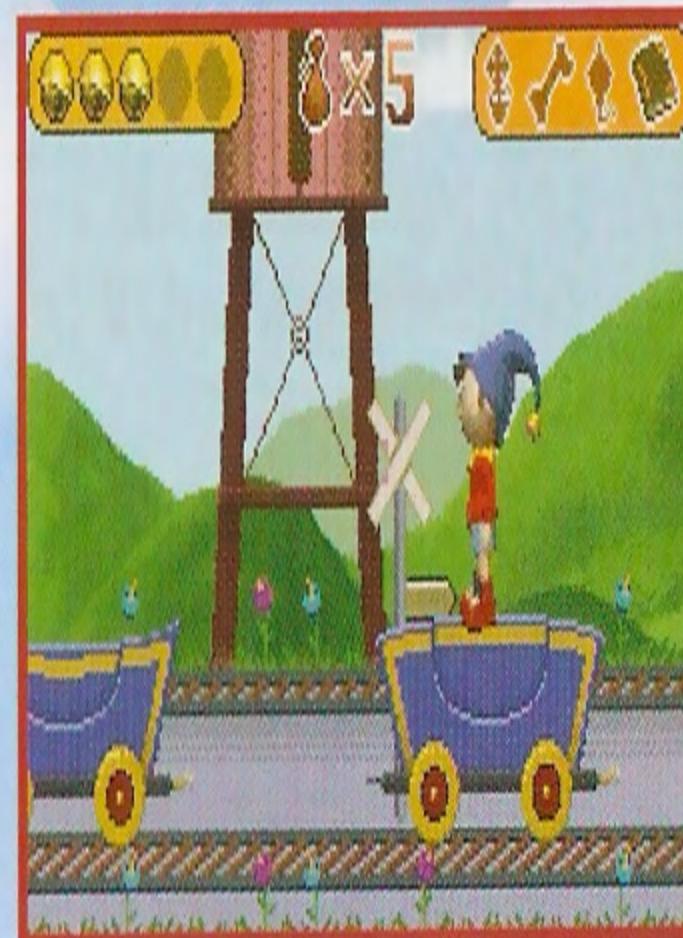
NIVEAUX DE JEU



NE RATEZ PAS LE TRAIN !

Après avoir retrouvé les Quillons, tu dois maintenant aider Oui-Oui à les emmener à la gare. Évite les obstacles sur la route pour arriver à la gare à l'heure et sans encombre.



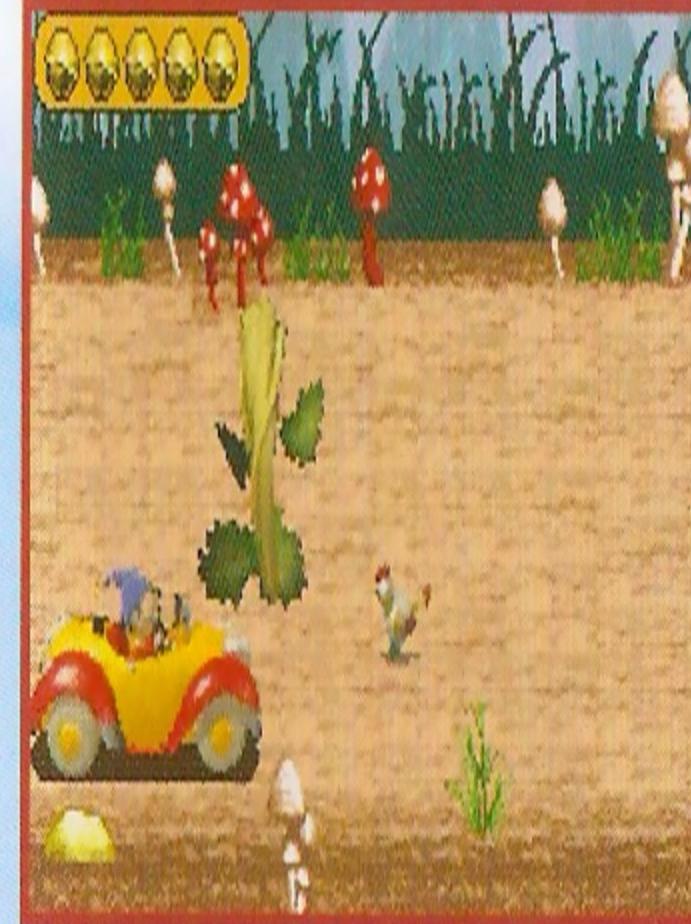


UNE LIVRAISON TRÈS SPÉCIALE

À la gare, le Chef de Gare informe Oui-Oui qu'il a reçu des colis à livrer à Miniville. Aide-le à retrouver les 4 colis éparpillés dans la gare pour les livrer à leur destinataire à Miniville. Fais attention à Finaud et Sournois, les vilains lutins! Ils utilisent leur magie pour empêcher Oui-Oui de livrer. Mais tu peux facilement les distraire en envoyant des brioches aux framboiseilles.

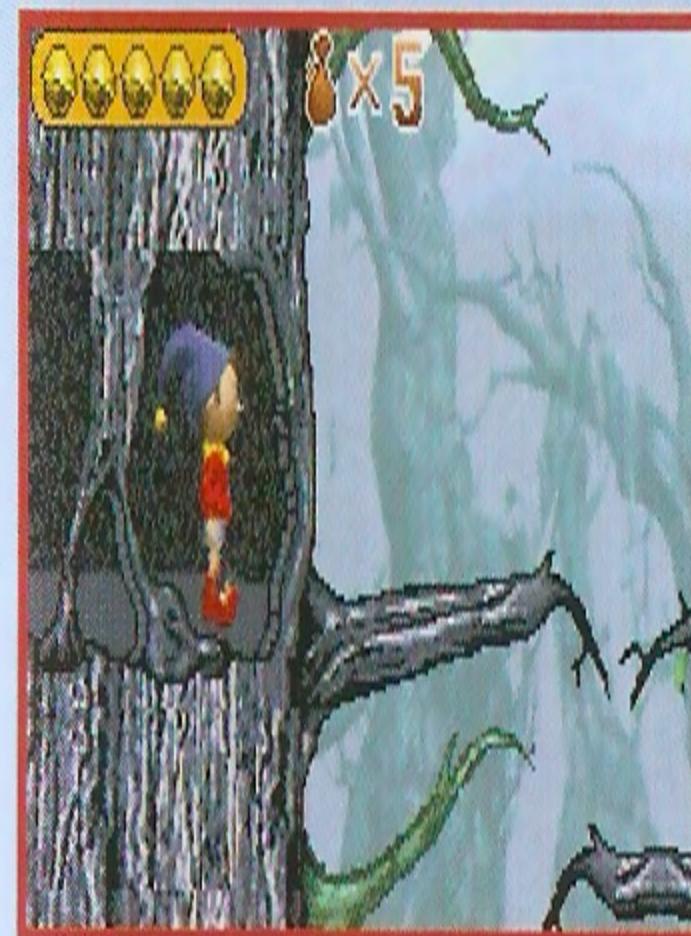


NIVEAUX DE JEU



DANS LA FORÊT TÉNÉBREUSE

Oui-Oui doit se rendre dans la Forêt Ténébreuse pour chercher le kiosque de Mélissa. Aide Oui-Oui à éviter les obstacles sur la route sinueuse vers la Forêt Ténébreuse. La route est sombre, tortueuse et pleine d'embûches. Prends garde aux objets qui tombent et pense à utiliser le klaxon.



À LA POURSUITE DU KIOSQUE DE MÉLISSA

Oui-Oui est arrivé dans la Forêt Ténébreuse, où vivent les lutins Finaud et Sournois. Tu dois aider Oui-Oui à garder un œil sur eux pour éviter leurs vilaines tours de magie. Monte aux arbres et promène-toi dans la forêt pour retrouver le kiosque de Mélissa.

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Nous remercions : Chorion, Nintendo, Sam, Kelly, Kasea, Biscuit, Ben, Belly.

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MERSCOM LLC.

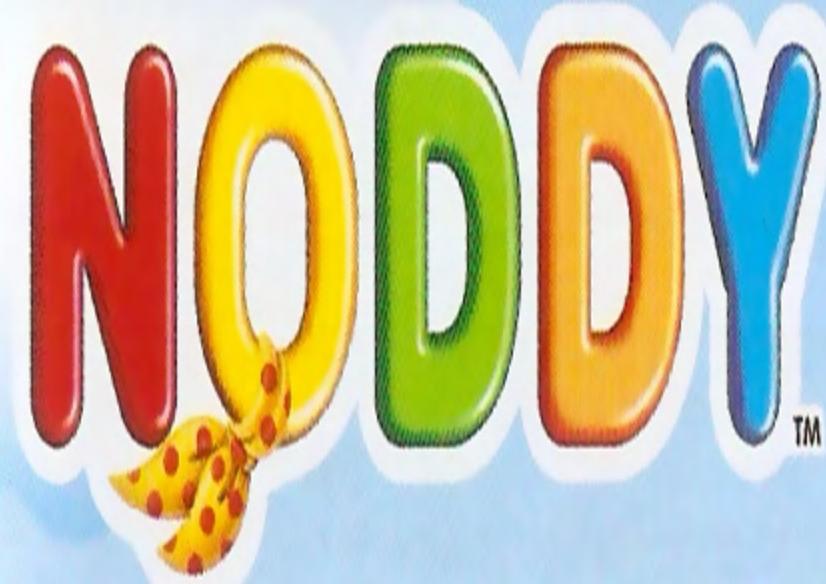
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Testeurs : Patrick Talbert, Ben Moy.

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Un día en Juguetelandia

INTRODUCCIÓN

Es un nuevo día en Juguetelandia. Noddy se levanta listo para comenzar un nuevo día. Tras subir a su carro y llevar a su amigo Orejotas a la ciudad de los juguetes, Noddy se da cuenta de que está sucediendo algo extraño: a sus amigos de la ciudad de los juguetes les han desaparecido todo tipo de cosas. ¿Puedes explorar Juguetelandia y ayudar a Noddy a encontrar todo lo que ha desaparecido? ¡Cuidado con los traviesos duendes Sly y Gobbo!

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INICIO

1. Apaga el interruptor de tu Nintendo® Game Boy® Advance. Nunca insertes ni retires un cartucho con la consola encendida.
2. Inserta el cartucho de Noddy en la ranura de la Game Boy® Advance. Aprieta firmemente para colocar el cartucho en su lugar.
3. Enciende la consola. Aparecerá la pantalla de Game Boy® Advance, seguida de las pantallas de licencias y la de selección del idioma. Si no aparecen, comienza de nuevo por el paso 1.
4. Selecciona el idioma y pulsa el Botón A para acceder a la pantalla de título principal.
5. Pulsa el Botón A o START para ir al menú principal.

Play Game
Scrapbook
Level Select
Options

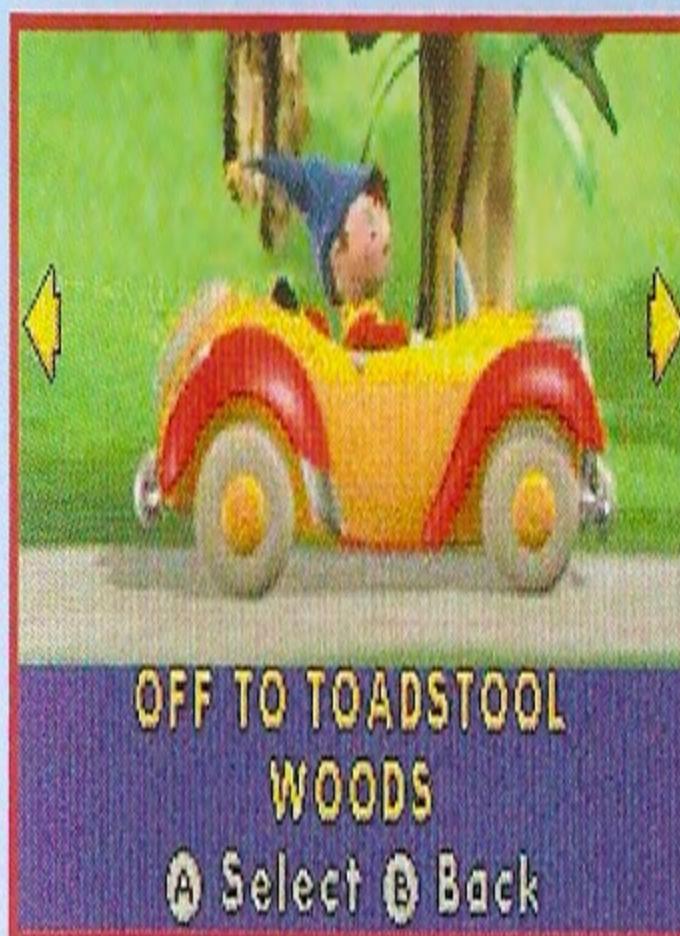
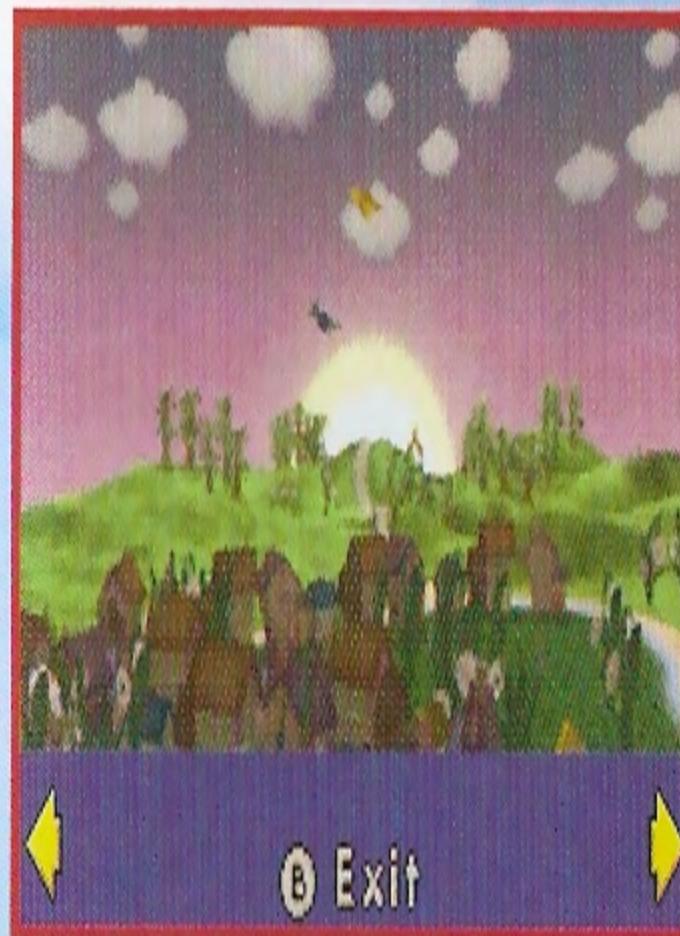


MENÚ PRINCIPAL

Pulsa el Botón A en el menú principal para seleccionar la opción resaltada. Cambia la opción resaltada pulsando el + Panel de Control arriba o abajo. Hay cuatro opciones en el menú principal: Jugar partida, Álbum, Seleccionar nivel y Opciones.

JUGAR PARTIDA

Esta opción te llevará al primer nivel del juego, "Una nueva mañana en Juguetelandia". Elige Seleccionar nivel en este menú si ya has jugado antes y quieres jugar en otro nivel.



ÁLBUM

El álbum es una colección de fotos de la aventura. Puedes pasar las páginas del álbum pulsando el + Panel de Control a izquierda y derecha. Pulsando el Botón B, volverás al menú principal.



SELECCIONAR NIVEL

Si ya has jugado anteriormente y quieres empezar la partida en un nivel específico, elige Seleccionar nivel. Puedes cambiar el nivel seleccionado pulsando el + Panel de Control hacia la derecha o hacia la izquierda. Cuando hayas seleccionado un nivel, pulsa el Botón A para comenzar a jugar en él. Pulsando el Botón B, volverás al menú principal.



Options

Music: ON
Sound FX: ON
Difficulty: NORMAL

Exit

OPCIONES

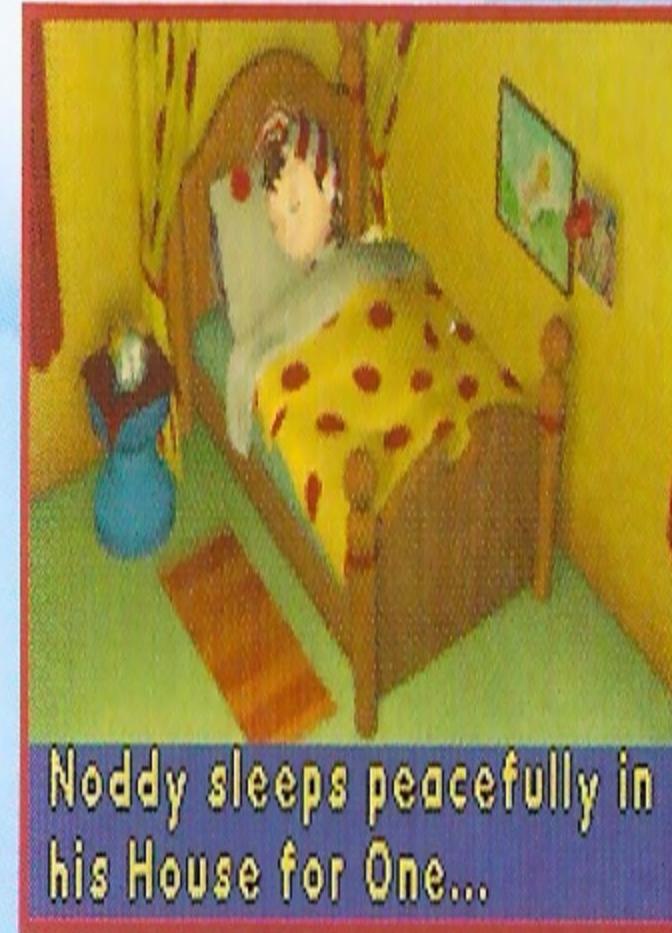
El menú de opciones te permite ajustar el sonido del juego así como el nivel de dificultad.

CONTROLES DEL JUEGO

Puedes controlar a Noddy en su aventura tanto cuando va a pie como cuando va en su carro.

Cuando Noddy vaya a pie, haz que se desplace con el + Panel de Control. Pulsa el Botón A para hacer que Noddy salte. En algunos niveles, Noddy puede lanzar panqué a los residentes de la ciudad de los juguetes o bolsas de dinero a Sly y Gobbo cuando se ponen en su camino. Para lanzar un panqué o una bolsa de dinero, pulsa el Botón B, el Botón L o el Botón R.

Al manejar, Noddy y su carro se moverán automáticamente de izquierda a derecha. Depende de ti llevarlo sano y salvo por la carretera con el + Panel de Control arriba y abajo. También puedes tocar la bocina del carro de Noddy para advertir a los animales que están en la carretera. Para tocar la bocina, pulsa el Botón A, el Botón B, el Botón L o el Botón R.



Continue
Options
Quit Game

ESCENAS

Los niveles comienzan con una escena. Estas escenas explican la situación de Noddy en su aventura por Juguetelandia y lo que necesita hacer para ayudar a sus amigos.

MENÚ DE PAUSA

Puedes pulsar START para detener la partida en cualquier momento de la acción. El menú de pausa te permite Continuar, modificar Opciones o Salir del juego.



ELEMENTOS DE LA PANTALLA

Durante la partida, aparecerán ciertos iconos en la pantalla proporcionando información sobre Noddy.



Energía: Noddy puede recoger campanas en todos los niveles para aumentar su energía (excepto si el nivel de dificultad está en DIFÍCIL). Cuando se hayan perdido todas las campanas, Noddy se cansará y necesitará dormir.



Panqué: la cantidad de panqués que Noddy puede lanzar a los residentes de la ciudad de los juguetes. Noddy puede recoger panqué en los niveles "Ayudando con las reparaciones" y "¡Sin helado!".



Monedas: la cantidad de monedas que ha recogido Noddy; si recoge 50, conseguirá 5 campanas de energía. Noddy puede recoger monedas en todos los niveles. Algunas están escondidas o son difíciles de alcanzar.



Bolsas de dinero: la cantidad de bolsas de dinero que Noddy puede lanzar a los duendes Sly y Gobbo. Noddy puede recoger bolsas de dinero en los niveles "Entrega especial de Noddy" y "En busca del puesto de la muñeca Dina".



Herramientas: las herramientas que necesita encontrar Noddy para don Bujías en el nivel "Ayudando con las reparaciones".



Paquetes: los paquetes que tiene que encontrar Noddy y entregar en la ciudad de los juguetes en el nivel "Entrega especial de Noddy".

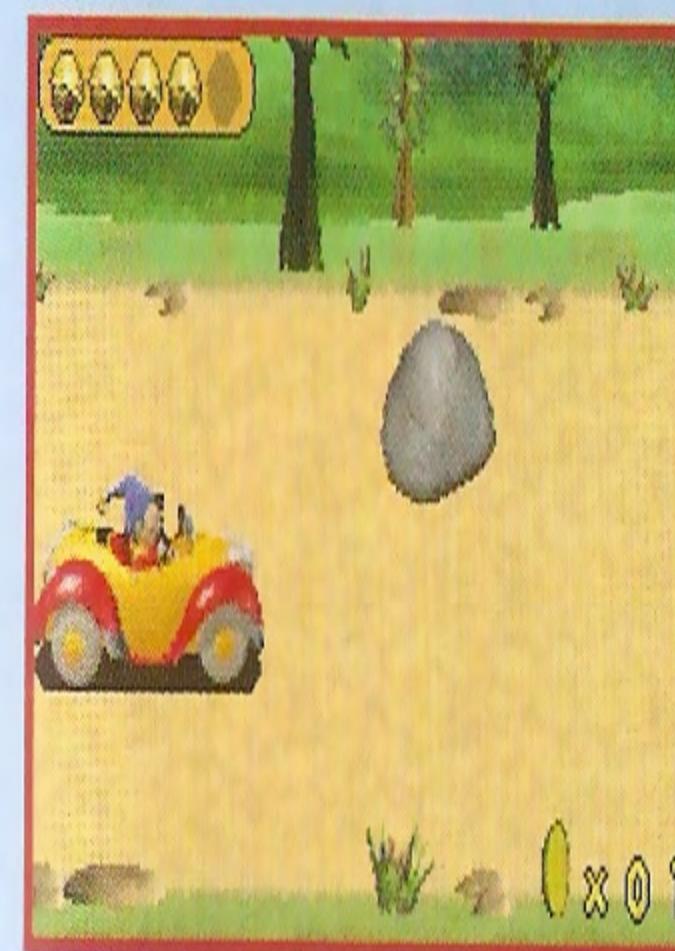
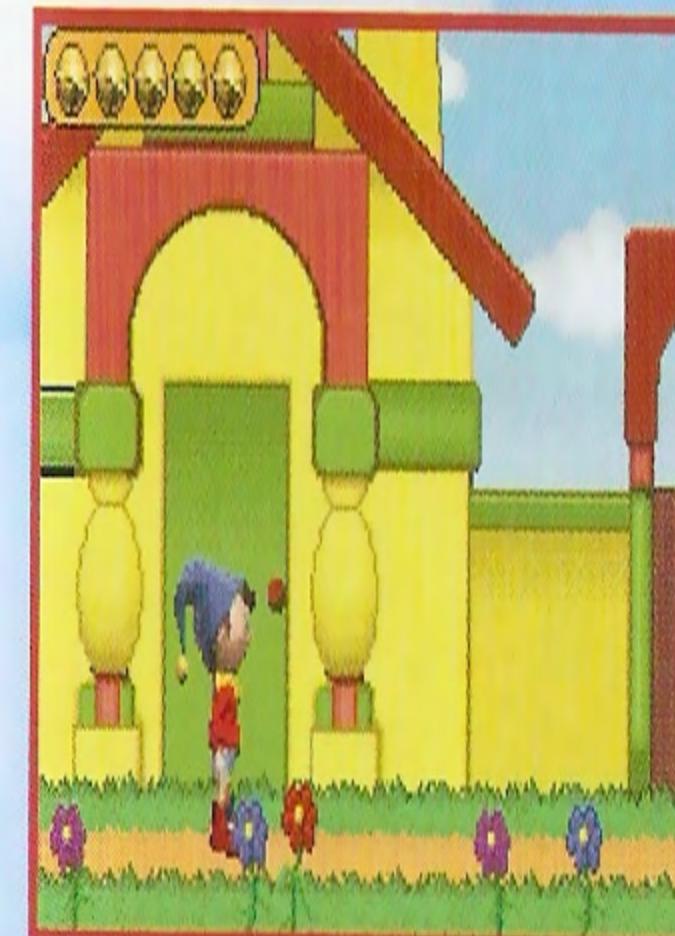


Ingredientes de helado: los ingredientes que Noddy necesita para la Gata Rosa en el nivel "¡Sin helado!".



Contador de hijos de la Sra. Bolas: número de hijos que ha encontrado Noddy en el nivel "Los hijos perdidos de la Sra. Bolas".

NIVELES DEL JUEGO



UNA NUEVA MAÑANA EN JUGUETELANDIA

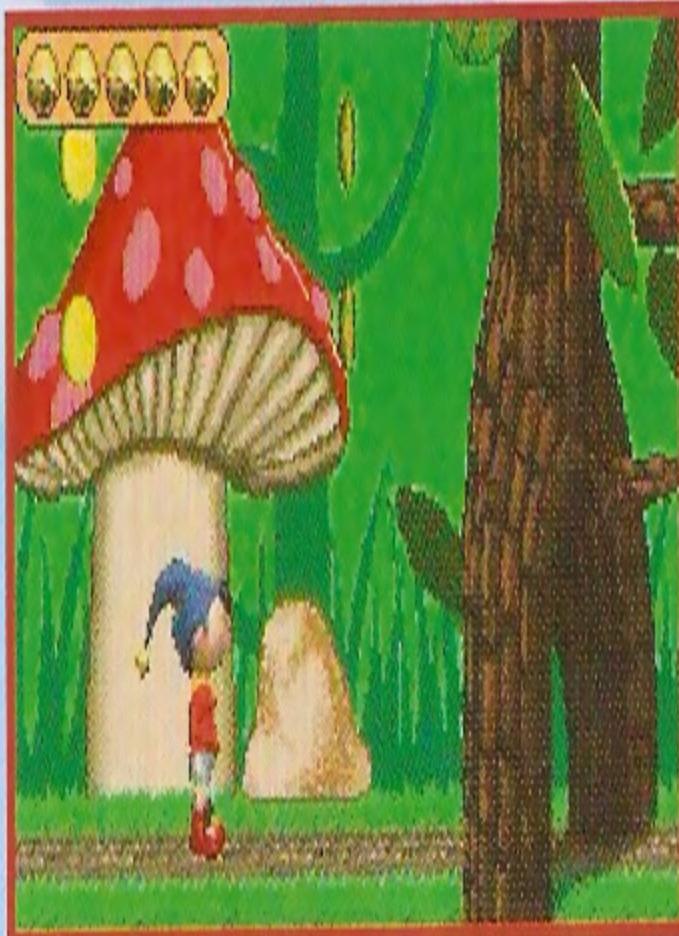
Noddy ha salido de su Casa para uno, para comenzar su día. Don Bujías le ha entregado su carro. Mueve a Noddy con el + Panel de Control para ayudarlo a encontrar su carro. Reúne monedas por el camino.



VIAJE AL BOSQUE DE LAS SETAS

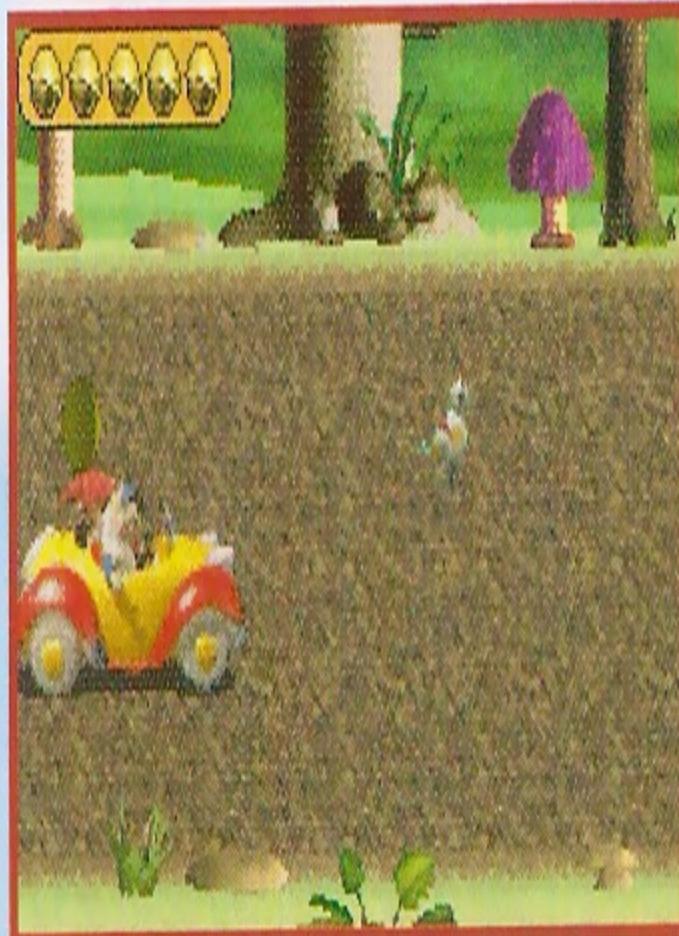
Noddy ha encontrado su carro y se dirige a visitar a su amigo Orejotas. Guía a Noddy por las carreteras de Juguetelandia con el + Panel de Control. Evita los obstáculos de la carretera como las rocas y los troncos para llevar a Noddy sano y salvo al bosque de las setas.





VISITANDO A UN AMIGO

Cuando llegue al bosque de las setas, Noddy debe ir a pie a la casa de Orejotas. Ayuda a Noddy a saltar las ramas, troncos y rocas del camino. Salta sobre una seta para llegar hasta las zonas más altas de los árboles.

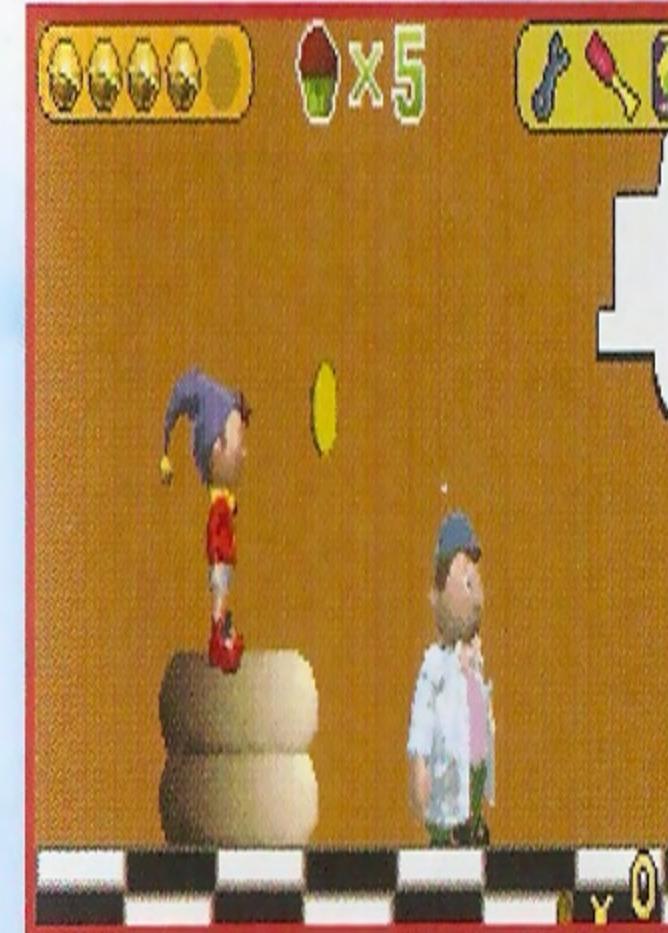


DE CAMINO A DON BUJÍAS

Noddy debe manejar su carro de vuelta a la ciudad de los juguetes con su mejor amigo como pasajero, Orejotas. Además de los obstáculos de antes, Noddy debe evitar también a los animales que pueden aparecer en la carretera. Toca la bocina para que se aparten.



NIVELES DEL JUEGO



AYUDANDO CON LAS REPARACIONES

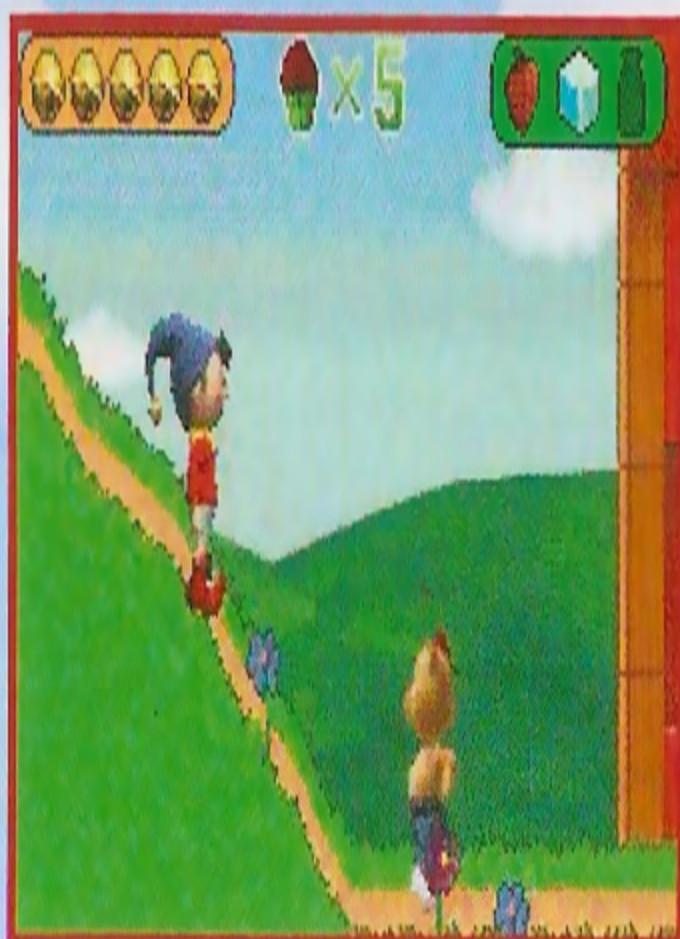
Cuando Noddy y Orejotas llegan al taller de don Bujías, se encuentran con que éste necesita su ayuda para encontrar sus herramientas perdidas. Guía a Noddy por el taller para encontrar la llave inglesa, el atornillador y la lata de aceite. Ten cuidado con no tropezarte con la mona Marta ya que Noddy se cansará. Lanza un panqué a Marta para mantenerla ocupada mientras Noddy busca las herramientas para devolvérselas a don Bujías.



¿DÓNDE ESTÁ BUMPY?

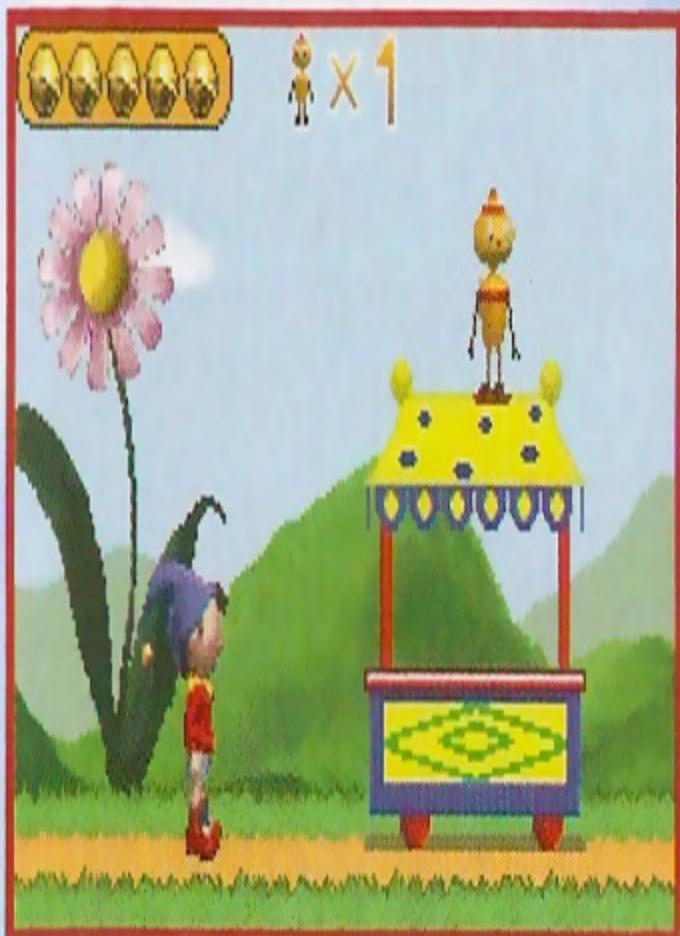
En el exterior del taller de don Bujías, Noddy ve a su amiga Tessie. Está enfadada porque Bumpy ha desaparecido. Busca al perro perdido de Tessie por la ciudad de los juguetes. Ten cuidado de no tropezar con don Vacilón cuando está fuera de control. Para evitarlo, Noddy tiene que saltar por encima de él. Si don Vacilón está gira que te gira, Bumpy no puede andar lejos.





¡SIN HELADO!

A Tessie y Noddy les gustaría tomarse un helado, pero la heladería de la Gata Rosa está cerrada; no encuentra los ingredientes que necesita para hacer helado. Ayuda a Noddy a buscar leche, fresas y azúcar por la ciudad de los juguetes. Evita encontrarte con el amigo curioso de Noddy, el osito Tubby, ya que hará que se canse. Intenta distraer al osito Tubby con un panqué.



LOS HIJOS PERDIDOS DE LA SRA. BOLAS

La familia Bolas se va de viaje a la playa. Pero la Sra. Bolas no encuentra a 10 de sus hijos y le ha pedido ayuda a Noddy. Guía a Noddy por la ciudad en busca de los hijos perdidos. Cuidado con no encontrarte con el Payaso Mecánico ni con las Pelotas Saltarinas.

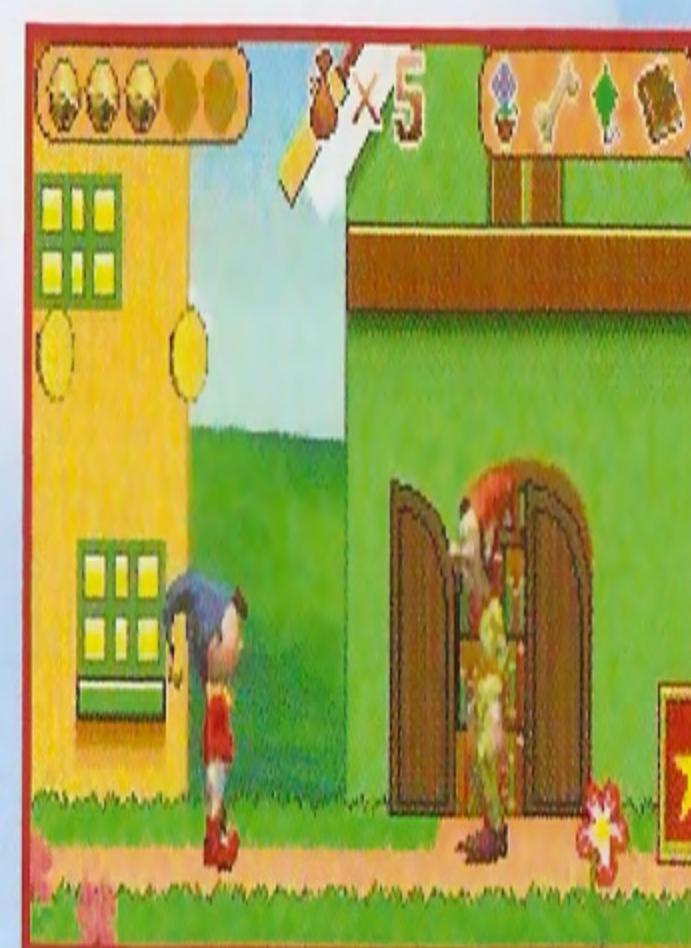
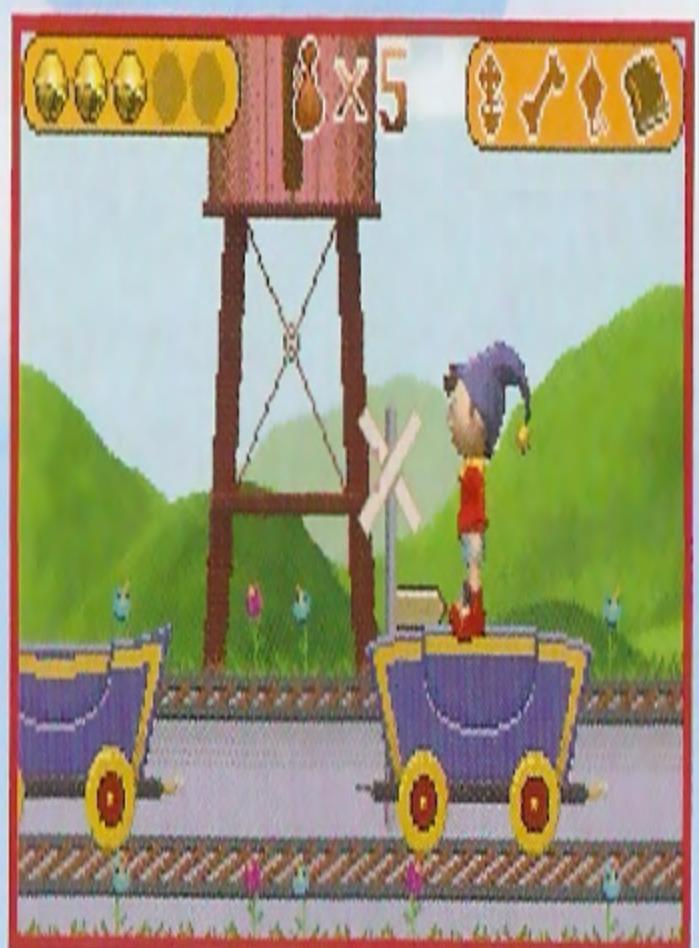
NIVELES DEL JUEGO



¡A TOMAR EL TREN DE JUGUETELANDIA!

Cuando encuentres a todos los hijos de la Sra. Bolas, deberás ayudar a Noddy a llevarlos a la estación de trenes. Maneja evitando los obstáculos en las curvas de la carretera para que los pequeños lleguen sanos y salvos a la estación.



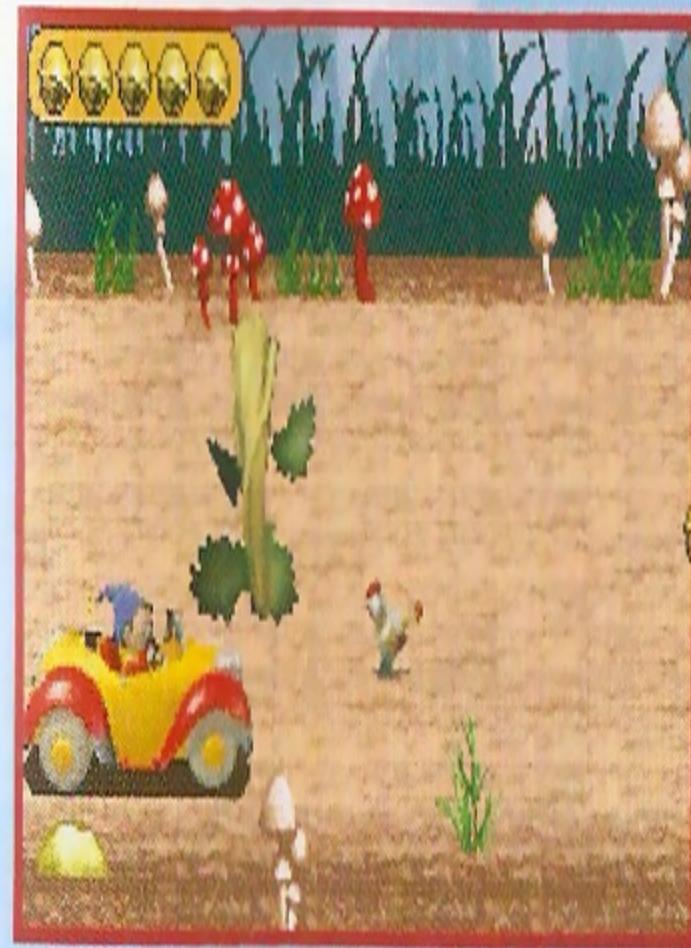


ENTREGA ESPECIAL DE NODDY

En la estación de trenes, el conductor le dice a Noddy que han llegados algunos paquetes para entregarlos en la ciudad de los juguetes. Ayuda a Noddy a encontrar los 4 paquetes esparcidos por la estación y entrégalos a la persona correcta en la ciudad de los juguetes. Ten cuidado con los duendes traviesos, Sly y Gobbo. Con su magia intentarán evitar que Noddy haga sus entregas. Te será fácil distraerlos con panqué.

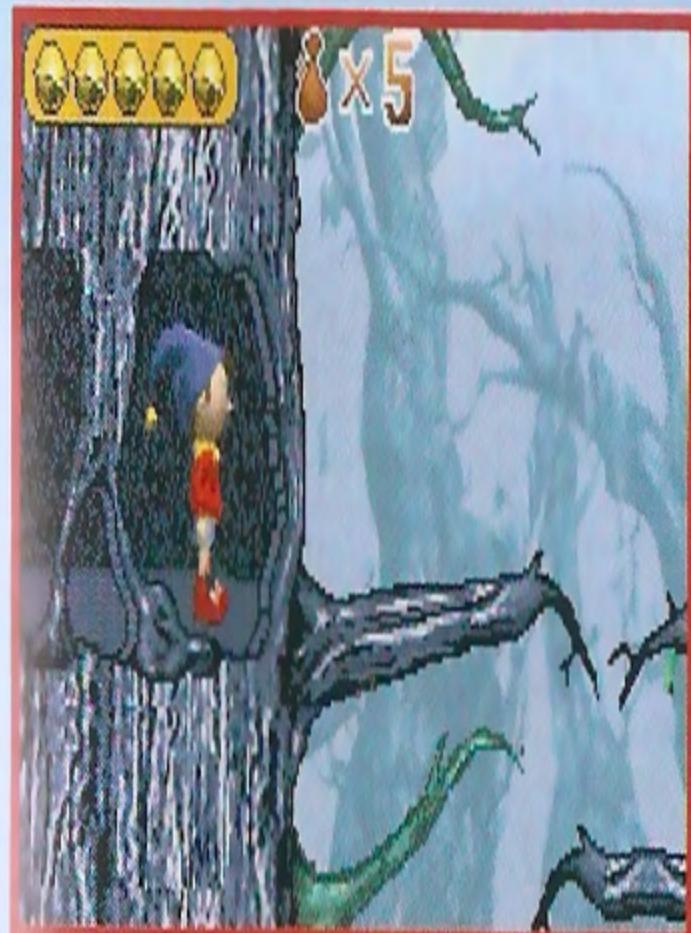


NIVELES DEL JUEGO



EN EL BOSQUE TENEBROSO

Noddy tiene que viajar al bosque tenebroso para buscar el puesto de la muñeca Dina. Ayuda a Noddy a evitar los obstáculos de la carretera en su camino al bosque tenebroso. Es una carretera oscura y con curvas y hay muchas sorpresas por el camino. Ten cuidado con los objetos que caen y no olvides utilizar la bocina del carro.



EN BUSCA DEL PUESTO DE LA MUÑECA DINA

Noddy se encuentra en el bosque tenebroso. Aquí viven los duendes Sly y Gobbo. Debes ayudar a Noddy a mantenerlos vigilados para evitar su traviesa magia. Súbete a los árboles y recorre el bosque para encontrar el puesto perdido de la muñeca Dina.



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